

**SUPER NINTENDO** **WIN! SUPER SFII ALL-DAY ARCADE ACTION**

**350 GAMES  
REVIEWED AND RATED**

# SNES FORCE

**What's REALLY in store for '94**

## STREET FIGHTER II

**The New Challengers**

**Can you afford to miss your  
exclusive guide to the future?**

**PLUS:** Tournament Fighters ■ Flashback ■  
The Lawnmower Man ■ Aladdin ■ Young  
Merlin ■ Super Turrican ■ Putty Squad  
■ Daffy ■ Desert Fighter ■ Humans ■  
Sensible Soccer ■ Mystical Ninja

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MORTAL KOMBAT CALENDAR**

**impact**



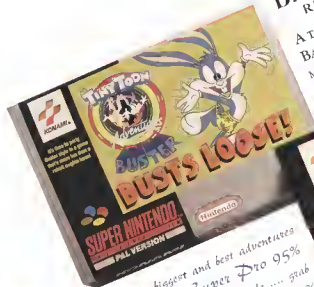
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**£2.50** **JANUARY 1994** **No.8**  
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**CREATING 90s READING**



# KONAMI

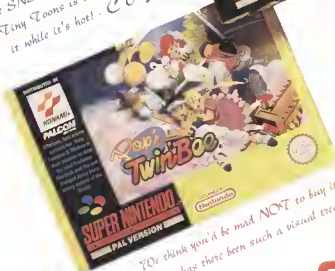
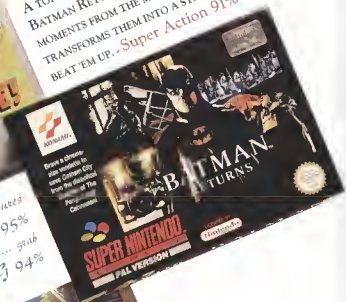
## BATMAN RETURNS

A TOP NOTCH BEAT 'EM UP . NMS 90%  
BATMAN RETURNS TAKES ALL THE BEST  
MOMENTS FROM THE MOVIE AND  
TRANSFORMS THEM INTO A STAGGERING  
BEAT 'EM UP . Super Action 91%



**BUSTER BUSTIN LOOSE!**

One of the biggest and best adventures  
to hit the SNES . Super Pro 95%  
Tiny Toons is a top title .... grab  
it while it's hot! . CVC 94%



**Pop'n TwinBee**

We think you'd be mad NOT to buy it! . CVC 93%  
Never has there been such a visual treat . Super Action 92%

# SUPER NINTENDO ENTERTAINMENT SYSTEM

# MI KRED!"



**CYBERATOR™** Cyberator is, quite simply, an AWESOME game in just about every respect. - **IMAS** 94% it must be bought! - **Super Action** 91%



**ZOMBIES** With 55 LEVELS I'LL BE PLAYING IT FOR AGES. - **TOTAL!** 92%



**Snake Warriors** An absolute belter! Bright, fast, loud and it looks great! A Wild West wonder. - **SNES FORCE** 89%

**NINTENDO™**  
ENTERTAINMENT SYSTEM

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# January '94 Issue Conte



## THIS MAN PLOTS THE DEATHS OF HELPLESS CREATURES...

He drowns them, tortures them with raging fire, drops them from great heights — and if that fails he blows them to smithereens. Find out what makes a man like this tick in our exclusive report on **page 20**

## News

6

● Controversy reigns over EA temporarily shelving *John Madden '94* and their other sports titles. Find out what you can do about it. First news on the new *Street Fighter II* comic plus more on the amazing *The Secret of Mana*. Catch up on the games that are setting the Far East alight and win yourself a fortune in a vast array of competitions and challenges. If you want to be up to date, you better get over to page six — now!

## Humans WIP

24

● Go behind the scenes with our exclusive work in progress report on Gameleak's platform puzzler. Has it got what it takes to beat *Lemmings*?

## Putty Squad WIP

26

● The sequel to the brilliant *Super Putty* is only 15% complete but System 3 gave SNES FORCE a sneak peak. Find out how it's shaping up.

## Super League

30

● Who has the illustrious Christmas number one spot? Can Flashback beat *Zeitz*? Has *Sensible* outsold *Mario Kart*?

## Letters

74

● Your opportunity to air your views on anything in the Super Nintendo universe plus a chance to win a Top Fighter Arcade joystick, £20 cash and an incredible mystery prize that has to be seen to be believed.

## Subscriptions

76

● Your chance to change your title for less than £20. Better hurry though, the offer can't last much longer.

## Complete Solution

78

● The most comprehensive tips section of any magazine and an unmissable read for all serious game fans. This month it's the final installment of our *Shadowrun* solution plus a step-by-step guide to complete success at the stunning Konami shooter *Pop N Twinbee* — not to mention all the latest cheats, hints and codes.

## Code Collection

86

● Stuck in a rut? Is a game getting you down? The Code Collection has the answers to your gaming needs.

## Personal Services

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● Whether you're looking for a bargain or want to make some cash out of unwanted presents, this is the place to be.

## Directory Enquiries

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● The ultimate reference guide, essential for serious shoppers and New Year bargain hunters.

## Reset

98

● Are the days of console games numbered? Plus, find out what's in store in next month's packed issue.

No.8

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## SUPER STREET FIGHTER II

Find out what Nintendo have planned for the coming year, plus your unique insight into the games that will be storming our shores in 1994. Turn to page 16 now...



WIN!

More Super SFI action than you can take. Find out how on page 75



## Reviewed inside this issue...

By far the most important section in any magazine is reviews and we go to every effort possible to ensure we bring you the maximum amount of information on all the hottest new Super Nintendo releases. Don't take our word for it though, turn to page 31 and judge for yourself.

## Reviews start on page 31



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# welcome to **SNES**

Sit back, relax and prepare for the ultimate SNES read, but first meet the team...



**John Madden**  
EA  
EA  
EA  
EA



**Roger Cook**  
EA  
EA  
EA  
EA



**Chris Haywood**  
EA  
EA  
EA  
EA



**David Jones**  
EA  
EA  
EA  
EA



**Mark Smith**  
EA  
EA  
EA  
EA



**Peter Smith**  
EA  
EA  
EA  
EA

# The NEWS

January '94

Around the SNES world in 31 days...

## HOW YOU CAN HELP RELEASE THE GAMES WE MAY NEVER SEE...

Just when the best American Football sim was about to touchdown, news from EA reached us that John Madden's '94 may never achieve an official UK release. And that's not the only shock in store for British gamers — HBA Showdown (previewed last issue) has been scrapped! The besetbell besh will only be available on import which is a big blow to humble besetbell lens without the money or on import adept. Along with Madden's the popularity destined HML Hockey has been locked in the cabinet labeled TBD — To Be Decided or UB — Unlucky, Brits.

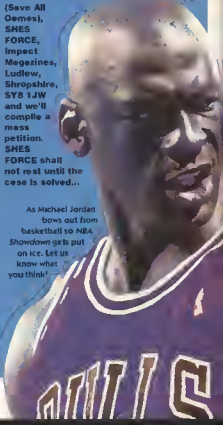
Here at the SNES FORCE we think of ourselves as the Ether Rentzen of the software industry, the Roger Cook of British gaming (a rather ugly combination we're sure you'll agree) and have decided to do the honourable thing — suck! Madden's '94 was a potential blockbuster but now the talented date is to collect dust — do you think this is fair? Can you wake up each morning knowing you may never get to even see these games let alone play them? Then take action! Construct banners, storm parliament, insult politicians and demand they be released. Ohey, taking such evasive action may be a little harsh but considering the games are FINISHED, it's a big, big pity to think we might never lay our hands on them.

Then there's Lethal Enforcers. The arcade sensation features two hefty pistols with which to gun down encroaching masked hoodlums and cash-crazy bank robbers. We were overjoyed the SNES version was a hit in Japan and was ready to be shipped over (complete with plastic guns) for British players to sample the delights of unadulterated violence without facing a prison sentence. Unfortunately Konami have stated the Lethal Enforcers bundle will be too costly to mess produce (the guns required to play being the biggest cost) and consequently project a big question mark over the project. So will this be another blow for SNES users? Has another software company made a big mistake and lost out on a lot of dosh? Although the Mega Drive version has awful graphics (though that goes without

saying) it's a great laugh. So we've decided to take the law into our own hands. You've heard of the Guardian Angels, the group of vigilantes with their own brand of justice, well we're going to adopt their attitude and fight fire with fire. If enough people write in requesting the banned games be released we will storm the Konami and EA offices in an effort to ensure justice is done — we're prepared to go to any lengths. Jon Bradford has volunteered to set fire to himself outside the EA offices, Chris Hayward has volunteered to set fire to himself inside the EA offices and Will Evans has volunteered to go on hunger strike! We're all prepared to do whatever it takes. So help this worthwhile cause and send a letter of complaint as to why the games should be released to S.A.O.

(Save All Games), SNES FORCE, Impact Magazines, Ludlow, Shropshire, SY8 1JW and we'll compile a mess petition. SNES FORCE shall not rest until the case is solved...

As Michael Jordan bows out from basketball so NBA Showdown gets put on ice. Let us know what you think!





# STREET FIGHTER

After much debating, an official *Street Fighter II* comic has finally been launched. Perfect fodder for a comic, the Japanese *Manga* version has hit news stands in Japan. Currently on its third issue the plot isn't such a distant idea from our own *Street Fighter II* novels. Ryu is cast in his usual lone some traveller role who enters a tournament hosted by crazed drug baron M. Bison. The rest of the fighting posse fit into the story in some way or another. Guile is seeking revenge on the gangster after he used the G.I. for drug experiments causing an intense build up of physical aggression. Chun Li is a fighting-temme-come-spectel-agent searching for her long lost father believed to have died at the mercy of Bison. Sagot, Balrog and the preening Vege are (surprise, surprise) Bison's henchmen and then's to lenient comic codes there's loads of graphical scraps in each and every page. Of course unless you can read Japanese you'll just have to look at the pictures, a UK version has yet to be finalised — bummer.



# THE SECRET OF MANA

Producer Squire Salt  
Available November  
Status: US release

A part from *Zelda* and *Shadowrun* there's been little RPG success on the snes. The Japanese love the game style of walking around, talking to peasants, killing dragons and collecting items but their winning formula hardly ever sees the light of day on the shores of Blighty. Is it because UK game producers want us to remain immersed in platform games? Or is it because they can't be bothered to



Just an example of the superb graphics in store.



Gameplay features a revolutionary three-player mode.

convert the reams of Japanese text? Hopefully, *The Secret Of Mana* will change all that. Known as *Seiken Densetsu 2* in Japan, the graphics are rumoured to be superior to *Zelda's*, packed with enhanced cutscenes, fantastic sounds and Mode 7 to melt your eyes.

What makes *Mana* extra special is the three-player mode. Through the use of the MultiTap, a trio of fantasy fans can roam the many lands together. We'll put odds on this being a stunning *Zelda* beater when it finally appears. Look out for more news on an official UK release as it's announced.

# WIN A SNES PLUS LOADS OF COOL PRIZES

We're Virgin on the ridiculous! To celebrate the launch of the coolest platform here ever, we've teamed up with the gang at Virgin (including the wondrous Woody, Doug

'Gusky' Johns, Greg 'worry, worry' Beaverstock, Ginger Elvis and the downstairs ones) to bring you the ultimate New Year

prize.

If you're looking for a bit of game for '94, maybe more like a Virgin's Cool Spot, a massive 99% in focus

Seven is already taking the nation by storm and we're giving you the chance to win your own copy — absolutely free! And if that's not enough to tempt you, the winner also gets a Super Nintendo to play their game on. How Cool?

Twenty-five runners up get an exclusive high-fashion Cool Spot as worn by all top computer jammies plus, just to make it as felt as possible, the first 50 people to write us their entries 'I Love SNES FORCE and COOL SPOT' get a stylish and totally exclusive Cool Spot metal pin badge. In case you didn't catch all that let's recap on these prizes:

- 1 One UK Super Nintendo
- 2 Seven's collection of Cool Spot
- 3 25 Cool Spot T-shirts
- 4 50 Exclusive Cool Spot pin badges

All you have to do to stand a chance of winning these great prizes is answer these two easy questions and send the coupon to 'Too cool to fail' Comp. SNES FORCE, Impact Magazine by Linderoth Shropshire SVS 1/94 by airno no later than 18th Jan.



Just a hint of the superb graphics in the support for the left and you could win this brilliant platformer.

If your cool enough to win these great prizes answer these two easy questions not forgetting to include your age, daytime telephone number and photograph if possible.



- 1) Which soft drink does Cool Spot appear on?
  - a) Dandelion and Burdock
  - b) Um bongo
  - c) 7-UP
  - d) Buttercup Syrup

2) Which of the following owns Virgin?

- a) Oliver Reed
- b) Elvis
- c) Richard Branson
- d) Jim Davidson

3) Which of these is Cool Spot's arch enemy?

- a) Wild wicked wily Willy
- b) Willy Worker
- c) Willy Evans
- d) Dr. Willy

Name .....

Address .....

Age ... Tel ..

Only completely filled out coupons are eligible. The editors decision is final and no correspondence will be entered into. If you do not want to receive mail form other companies please tick this box ☐

Competition

# 20/20

## MYSTICAL NINJA 2

Producer Konami  
Available December  
Status US release



Just one of the game's crazy new characters.



accompanied by Sasuke, a mechanical ninja blessed with the ability of silencing people in half! The old-lavender casinos and food plazas are included, along with a new way in which to tackle and guardians. At the end of a stage Ying and Yang climb into a huge robot with player one handling the clockwork cannons and player two controlling the robot's movement! Guardian battles feature a unique first-person perspective 'out-of-the-robot's-eyes' view where you see exactly where all the punches land on the opposition. The fluster-twepping civilian bettering — MN2 is feature more slapstick antics than the sense mind can imagine. Can you handle insanity?

In addition to our exclusive *Lemmings 2* diary we asked DMA Design's chief area programmer Mike Dailly about the trials and tribulations of working with thousands of suicidal rodents.

**SNES FORCE:** So Mike, tell us all about programming *Lemmings 2* and any problems you had.

**MD:** Mmmmm. Well, it there's one game most programmers don't want to write for a console, it's *Lemmings 2*. The game just goes against all the normal traits. On a console like the SNES, there are certain limits. If you look at most games they happily fall within these limits — nice square blocks Mario style, not too many things on screen, again Mario style, and good quality music. *Lemmings 2* only really follows one of these; the



Suicidal: Mike Dailly on life with *Lemmings*.

music. And even then, we were very hard pushed to fit in 15 tunes AND 20 high quality sound effects.

**SNES FORCE:** What was the most difficult thing about converting the game to the Super Nintendo?

**MD:** L2 laughs at all the usual conventions. Nice square blocks — HAI! Not too much happening at once — HAI! The basics of L2

is, of course, walking round changing the background, allowing escape.

This was one of the hardest sections to do as it can't use any of the nice Snes hardware. The processor is put through hell, and tends to grumble when asked to do these things. But if you talk to it nicely it can put on a brave face (7) and show up machines like the Amiga or PC.

The other striking thing is the sheer amount of moving things in L2 — there are 40 Lemmings out at any one time. That should scare the Snes limit already and that's not including the objects involved (trapdoor, exits, water etc). Believe it or not, the basics hardly use any of the Snes hardware at all!

**SNES FORCE:** How do you avoid/combat nightmare about little faceless things with green dmsclocks?

**MD:** I can't! They're always there...

**SNES FORCE:** How many hours a day do you spend working on L2?

**MD:** About 28 hours — or so it seems. It just goes on, and on, and on, and on, and on...

**SNES FORCE:** How strict are the deadlines for programmers?

**MD:** I refuse to answer this question as I may be hushed off the face of the planet.

**SNES FORCE:** How did you get into programming — what machine did you start on?

**MD:** A ZX81 — remember them? Although I got into the business on a C64. I started to program because — don't laugh — I didn't like the PAUSE 100 command in the ZX81 basic. When you put your name on the screen and then pause 100, people just had to press a key to get rid of it. I wanted it to stay there for a while. Sad ah?

Friedo so Mike, but at least you're rich — and famous now! If any rich capitalists would like to hire Mike for top quality games conversations, just send a certified cheque (made payable to cash) for £10,000 as a deposit to SNES FORCE at the usual address. We'll be back next issue.

## SOUNDS OF THE '90S

Without striking music a film is as enjoyable as staring at muck. Snazzy looks are all very well but ripping beats and crunchy FX is what ails us an atmosphere. This holds true for games. Who could forget the orchestral onslaught of *Super Probotector*, or the powerful laser zings in *Super Empire Strikes Back*? Take them away and it wouldn't be half as intense.

Realising the importance of game sound is Interplay, who are currently developing a system to greatly enhance in-game music and effects. The A.R.D.I. (Advanced Real-time Dynamic Interplay) Sound System is set to improve music quality.

A.R.D.I. is based on a MIDI interface and is plugged into the cartridge port enabling musicians to make full use of the Snes sound chip with greater control over fancy technical bits such as modulation depth and echo filter settings.

Basically, it's gonna be good, with hundreds of samples being able to be pecked using little memory. The *Lost Vikings*, for example, had 112 sound effects and used only 11K! With forthcoming Interplay products taking advantage of A.R.D.I., sounds of the '90s look set to get better and better.

## FERRARI F1 CHALLENGE

Producer System 3  
Status Official UK release  
Available Early '94

Beginning as a rookie in the Group C world of racing the object is to work your way through the league to progress onto formula 3000 and the challenging F1 group. Graduating gives you the chance to drive against the best for real clubs Williams, McLaren and Ferrari!

At the end of each race (as long as you finish in the top five) cash prizes are dished out and this can be spent at the workshop where a dodgy looking mechanic is willing to add some good time to your jelopy — for the right price. Better engines, acceleration, go faster stripes — the ultimate dream machine can be created. Racing tracks range from the stifling heat of the desert, the pitchy scenic views of greasy mountains and the smoggy air of the city.

The beauty of driving in this game is budding Mervilles can exploit the save mode and build up a respectable racing career. Those preferring pure adrenaline thrills won't be disappointed by the game speed. Whacking the calculating speed of the snail to twenty times more than in most games is a DSP co-processor chip that certainly puts the heat into Ferrari's kitchen. Both racing fans and Sunday drivers should watch their rearview mirrors for this.



Ferrari All the thrills of F1, Formula 3000 and Group C.



## WAY BIG SPENDERS

And there we were thinking Nintendo was a non-profitable organisation, creating games purely for the love of entertaining people. Well, surprise surprise if they haven't made loads of money! It's true! Nintendo are making money — mega bucks actually. Just a small amount of the cash risked in from people's pockets is spent on advertising and Nintendo are now spending over a million pounds every week on various media campaigns flogging their latest products. New games, software/hardware bundles — they're all being promoted big style. Did you know that by now 95% of the nation aged 6-18 will have seen the Nintendo TV commercials 50 times? You didn't? Well you do now!

Backed by roadshows, extensive retailer training programmes and promotions bigger than God's buttocks it's no wonder the cash is disappearing. Not that we care, the big N can do whatever they like with their (your?) money as long as top quality software continues to flow out we'll be as pleased as a punch. Who ever said you should save your money? Go on Nintendo, blow it all.



## WIN A SPELL IN SEATTLE!

Run from the shadows, duck down an alleyway, cower as the heavy-bested Troll Deckers thunder past... and yank yourself out of the science fiction world of Jake Armitage in time to enter our razor-sharp Shadowrun Competition.

We've scoured the backstreets and searched every inch of every bar to get a lead on the latest events and rising names on the 2050 AD Seattle 'Ruiner circuit. We found it, eventually, in the new set of twelve sci-fi novels from Penguin Books' Roc Fantasy label. Each tome describes a different chapter in a different life, all lived out in the sleazy, futuristic world of Shadowrun. Deckers and Mages,



guns for hire, Bheemalen, technophiles and phobics, all are covered in these twelve volumes depicting the stories of novices to old pros. On the Old-Town black market, we managed to beg, borrow and steal you the following...

## CHALLENGE THE CHAMP!

Welcome to our new Challenge feature. Reckon you're tough? Sure you're the hardest around? Maestro says 'Bull!' and dares you to prove him wrong!



Don't mess with Maestro or you're a dead man!

Forget Metro, SNES FORCE's champion, the one and only Maestro is the man to beat. Unofficial, but still unbeaten *SFII Turbo* and *Mortal Kombat* champion, conqueror of *Zelda*, mutilator of *Marco Kart* he doesn't kid around. The Maestro's a gaming God and we're giving you the chance to topple him from his pedestal.

Every month we'll pick one entrant to travel to sunny Ludlow and go one-on-one with Maestro on the game of their choice. He's not worried, he'll take you all at once, he'll take you with a bag on his head, he'll take you using his feet! We're so confident of Maestro's skills we'll even pay your travel expenses to get here. So stop shoving and get writing, send your name, age, address, telephone number and preferred game to the following address. Amusing threats are always well received. Address: Maestro's A Pussy!, SNES FORCE, Impact Magazines, Case Mill, Teme-side, Ludlow, Shropshire, SY8 1JW. The unbeatable one boasts 'I'll whip you and yo momma's ass'.

This month, Maestro threw down the gauntlet before one Dave Morgan, and the game he chose was



Dave feels the wrath of Maestro.

the brilliant new *TMNT Tournament Fighters*. With Dave in the blue corner, boasting silly 'ucky' heli-hiding silly 'ucky' haircut and Maestro in the red with nothing but a self-satisfied smirk and his reflexes (well, and his clothes). The characters were chosen and the pre-match glare set the atmosphere as Morgan took Donatello and Maestro grinned in anticipation as he chose Chrome Dome. Now we switch to match commentary, provided by our very own Gamesmaestro cheeky chirpy cockney character, Peshynshun Test-a-ear.

Wooah! Peshynshun Test-a-ear! 'ere, the match kicked off wiv' Maestrow chinckin' a volley of projectiles and Dave's 'idin' ov' ear in 'e corner. No kicks for a comeback as Maestrow leaps ov'er 'ere and chocks 'im in the face. Blindin'! The first round was ovi-ear before we knew it when 'e young champion lrow Dave to the mat and followed through wiv' enough fast punches to put ol' Metawil Mickey's lights. Reasnd two, and 'es time Dave came right ol' wiv' multiple 'nd-slips but 'is opponent took no crap and elopped 'im wiv' a freball. Anover lrow from Maestrow and ohw, mah-goodness-grayshus-me, 'is 'is usin' loads of weak punches an' kicks, 'is Unwimale Attack melaar's goin' right up! An aenal match as bole players leap raund the screen, and... ohw! Whel a move — Maestrow got 'le deal move in and Donatello's reelin'! Ow more 'asle less speed as Maestrow gets ov'er confident an' Donatello slashes 'im on the chin. A minor diversion, however, as the Maestrow clinches a wiv' a crunchin' uppercut! 'is s'w! ovi-ear! Whel a match, I don't 'ink we've ever seen anythin' like 'is 'ere on Gamesmaestro. Spire a fathin', gavin'?

Well, Mr Dave Morgan was, quite frankly, pathetic. No match for the god-like Super Nintendo mastery of Maestrow, er, Maestro. We know there's someone out there who can do better. Last word to the champ... You can run, but you can't hide, kid. I'm a-comin' for you!!!

Another victim mercilessly defeated. Can anybody beat Maestro?



- First prize of a Shadowrun cart, all 12 books and the DMZ (Downtown Militarized Zone) Boardgame.
- 3 Runner-up prizes of a copy of the first volume in the set. Something there for the inexperienced (who haven't played Laserbeam's 92% smash game) and the veteran fan alike. It's simple, Drekhed, just cut out the coupon below and send it to us at 'Shadow-comp', SNES FORCE, Case Mill, Teme-side, Ludlow, Shropshire, SY8 1JW. Now move, or it's the Cynards for you, flashbug!



- 1) Shadowrun was rated all 92% in which issue of SNES FORCE?
- a) Issue 2
- b) Issue 4
- c) The Standard Field Issue

Name \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

Age \_\_\_\_\_ Tel \_\_\_\_\_

The editor's decision is final (ie a gold Rutgers Warnaw under the desk), and as he's got breath like the Dog Spire you wouldn't want to talk to him, even if correspondence was going to be entered into if you don't want to receive mail from other competitors. The Matrix Systems, Drake Holdings Inc or the Amie Corporation. Tick the box 3.

# UP FRONT

This trim little section is the menu of the snes world and gives an eye-glance view of what you can expect in the coming months. As the industry is forever changing, the release dates are liable to alter dramatically and SNES FORCE is not responsible for any tears shed should any of the following be delayed.

## SNES

Time Slip .....	December
Adventures of Dr Franken.....	December
Alfred Chicken.....	December
Brett Hull.....	December
Cool Spot.....	December
Wordtris.....	December
Might & Magic 3.....	December
Pink Panther.....	December
Plok.....	December
Robocop vs Terminator.....	December
Lawnmower Man.....	December
Lamborghini US Challenge.....	December
Total Carnage.....	December
Last Action Hero.....	Winter
Utopia.....	Winter
Pink Panther.....	January '94
Sensible Soccer.....	January '94
Turn And Burn.....	January '94
Super Battletank 2.....	January '94
Super Empire Strikes Back.....	January '94
Impossible Mission.....	January '94
Ninja Warriors.....	January '94
Humans.....	January '94
Tournament Fighters.....	January '94
Pinball Dreams.....	January '94
Super Turrican.....	January '94
Flashback.....	January '94
Winter Olympics.....	February '94
Mystical Ninja 2.....	February '94
Chaos Engine.....	February '94
Baseball.....	March '94
Magik Boy.....	First Quarter '94
Dragon.....	First Quarter '94
Young Merlin.....	First Quarter '94
Prehistorik Man.....	First Quarter '94
Muham. Ali Boxing.....	First Quarter '94
World Cup Striker.....	First Quarter '94
Star Trek.....	Mid '94
Lost Vikings 2.....	Mid '94
Power Slide.....	Mid '94
Mr Tough.....	Late '94
Peaky Blinder.....	Late '94

## PULLING THE PUNCHES

Anyone unlucky enough to see the lacklustre *Super Mario Bros* movie will be keen to learn of other movies currently in production. We all know know there's a *Mortal Kombat* movie being penned and the *Street Fighter* it online and five-action flick are off ready in development but the first game-to-big screen picture since *Mario Bros* is *Double Dragon*, based on the arcade game of yesterday. A cartoon version has already been released in the states and *Double Dragon: The Movie* gets a cinema release later this year. The plot is basic action fodder expected for such a film, incorporating elements of the game (fighting) plus a few 'new' ideas. The deta is the not-so-distant future when a mega city is created after the aftermath of Los Angeles (it's destroyed, basically). With zero law enforcement, crime is rife throughout the violent streets; Drug Barons, Keith Barons — the scum of the earth end no mistake. One astute mega criminal decides to be fun to rule the entire metropolis and hears of a flawless plan in which he can become the city ruler.

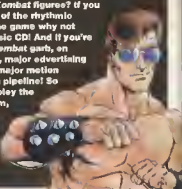
The *Double Dragon* is a medallion (doesn't sound a tenuous link to us) and the possessor can achieve anything (even their cycling proficiency certificate!). Unfortunately, there are two heroes who want to vote for another mayor and so obtain hell the *Double Dragon* amulet for themselves. In the starring roles as the fighting friends are Mark Dacascos (Jimmy) and Scott Wolf (Billy) two relative newcomers to the movie world. Sweetooth Alysse Milano (who first appeared in *Commando* as Annie's daughter) provides the old 'save the damsel' element and the major villain is portrayed by none other than T2 polycyloy adversary Robert Patrick. With fight choreography by the best in the business, *Double Dragon* should definitely do better than *Super Mario* even if it does look like *Bill* and *Ted* with attitude.



DD the movie: betcha can't wait can ya!

## MORTAL MOVES

Though the rumours circulating are to be taken with a teaspoon of salt, *Mortal Kombat* has a sequel in the (turbo?) follow-up there's a host of new moves as well as new faces and the ability to control the four-armed foe Goro. For more info turn to our 1994 mega preview. But that isn't all that's incubating in the *Kombat* stable. Still dominant in the top ten, Acclaim recently announced it has shipped more than three million units worldwide of the gruesome game and are eyeing total sales to reach a staggering four million in the wake of the cart's success, a host of merchandise and *Mortal* spin-offs are well underway. Why struggle with a joystick when you can stage your own fights with the *Mortal Kombat* figures? If you can't get enough of the rhythmic bongo beats in the game why not purchase the music CD! And if you're still hungry for *Kombat* garb, an official TV series, major advertising campaign and a major motion picture are in the pipeline! So you'll have able to play the game, see the film, buy the figures... what possible spin-off could come next? *Mortal Kombat* — the official religion?



## WIN A CURLY DIAMOND!



For anyone finding tip pages and books a little flat, why not get into the video experience and see the cheats working in front of your very eyes? There's a vid available for those seeking something new by the name of

**Power Play**, the essential guide for champion wannabes. And what better dynamic tandem than Dominik Diamond, and Colin Curly's brother Danny Curly to present the show. Both these lads have had ample experience in the video game world what with Dom formerly presanting *Gems* master (who, incidentally, was beaten by Chris Hayward at *Sensible Soccer*) and Danny being former *Europass* SAGA champion (who, incidentally was beaten by Simon at *Street Fighter II*) so you know you're in for some sound advice. Loads of hints on how to beat those nasty end guardians and ba the best in all the latest games are explained in the best video of its kind to date. We have TEN copies of this fab tape to give away. Just answer this question below:

Danny Curly attended which consumer show in September?

- Shrewsbury flower show
- The Danny Curly show
- Live '93

Send all entries to Curly Diamond Compo at the usual address to reach us before the 20th January.

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So if you fancy your chances against the professionals, stop dreaming and start scribbling — you can't win if you don't enter!

Competition

- ## UK CART
1. ▲ Street Fighter II Turbo
  2. ▼ Super Mario All-Stars
  3. ▼ Striker
  4. ▼ Player Manager
  5. ▲ Bubsy
  6. ▼ Mortal Kombat
  7. ▲ The Lost Vikings
  8. ▼ Super Mario Kart
  9. ▼ Star Wars
  10. ▼ Alien 3

- ## US CART
1. ▲ Mortal Kombat
  2. ▲ Street Fighter II Turbo
  3. ▲ Super Mario All-Stars
  4. ▲ NFL Football
  5. ▲ Starfox
  6. ▼ Bubsy
  7. ▲ Tuff E Nuff
  8. ▲ Mortal Kombat
  9. ▼ Mario Kart
  10. ▲ Final Fantasy

- ## JAPANESE SFC CHART
1. ▲ Sarah Moon
  2. ▲ Thoroughbred Breeder
  3. ▼ Secret of Mana
  4. ▼ Super Mario All-Stars
  5. ▲ Mario and Wario
  6. ▼ J-League Soccer: Prime Goal
  7. — Crayon Shin-chan
  8. ▲ Super Derby
  9. ▲ Jūni Senki
  10. — Sword World SFC

## POP 'N' TWINBEE 2

Producer Konami  
Available December  
Status US release

**T**winbee and Winbee, everyone's favourite Japanese kids are back in their alien tops for more cutsey shooting but unlike the original Japanese blaster the sequel is a side-scrolling platform game. Joined by newcomer Gwinbee, Twin and Win set out to rescue an imprisoned princess (obviously originality wasn't priority in the game). One or two players control two of the three cutsey



Konami and shoot-'em-ups: a match made in heaven.

dukes, each with unique characteristics. Twinbee is the courageous laddy with an almighty hammer for a weapon, Winbee is the adorable rosy-cheeked lass who defeats nasties with a rope and Gwinbee is a little tyke who can't resist smashing heads with a giant rattle. Along with a two-player head-to-head option, *Rainbow Belt Adventure* is full of promise. Big bonuses, collectables and all the usual platform goodies, you know the kind of thing and we're hoping for a UK release in a couple of months — differing schedules depending. We'll keep you posted.

## SUCK THIS!

It's become increasingly popular to interwind game characters into mysterious scenarios to boost their popularity appeal. After it was exclusively revealed that *Mr Nutz* was a bad boy at school, newcomer to the SHES scene Zool has just staged a publicity stunt of his own. Yes folks it can be revealed that Zool has gone missing! (Oh, crocodile tears, Walt Disney endings etc.). There are fears that Mental Block (don't ask) has eradicated the Nth dimension ninja. Last seen at the FES show (so he was the one!), there are worries he may never be seen again. There's a description for anyone not knowing what he looks like (as if you wouldn't notice a big green thing staggering around the street): A well-built character with a huge head. Well, that could be anyone in this office so we haven't the faintest idea but maybe you do! In fact you can win £100 AND A YEAR'S SUPPLY OF CHUPA CHUPS! According to Gremlin, any information leading to Zool's whereabouts wins the Informer the money and the sweets. Well, they asked, so if you've been wondering who that green and black alien in your neighbour's potting shed is, this could be your lucky day! If you have the relevant info, call 0742 763423 and ask for the Nth Dimension...

Competition

STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS!

Just in: Nintendo's partner in the 'Project Reality' venture SGI has confirmed reports that Nintendo's new sub £300 (£200) 64-bit machine scheduled for 1995 will be as superior to 3DO. SGI founder James Clark is reported to have stated 'We are talking about a system that will be an improvement of up to 1,000 times on how 3DO is today.'

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# What's Really in store for '94

With a year of fantastic games behind us the sparkling months of 1994 can only bring better, brighter and bigger things to the SNES front. Here's what you can really look forward to in '94...

## NUMBER ONE

### Super Street Fighter II (Capcom)

The original *Street Fighter* started life in an arcade which, though awful to play, was a breakthrough in that you could hit punch pads on the machine — just like real fighting (if you call hitting a machine fighting, most people would call it vandalism). A few years later the sequel appeared, gaining more attention than any other arcade game in a long while. Another beat-'em-up it may have been, but the flawless playability ensured it was a staple requirement in any serious gamer's diet. Now, a few years later the SNES is rolling in delight because of the enhanced conversion *Street Fighter II Turbo*. But just when things were cooling down and the Nintendo scene regarding its pace, another game involving the brawlers rages into amusement arcades — it's bigger, better, faster, more colourful and there are four new characters — it's *Super Street Fighter II*, and if you haven't heard of it yet you're losing touch with the modern world. The New Challengers is not just an upgrade of the original concept but an entirely new game. Apart from the characters' names everything has been given a major face-lift. The sprites now look a lot beefier and meaner, no longer bruised and scowling should they lose but angrily grunting in pain as blood sears from deep cuts on their battered faces.

For the first time, four arcade machines can be linked together for



M. Bison gets a new move and a faster charge time but he still has trouble against Blanka's air attacks.

an eight-player Tournament rumble where only the toughest can possibly survive. With a new Q surround-sound music system adding awesome atmospheres and thumping FX, and even a choice of eight colour choices per character (picture Zangief in shocking pink or Ken in lightning yellow!), this has renewed interest in the phenomenon that is *Street Fighter II*. A SNES conversion is imminent and if there's anybody who still hasn't bought one of these amazing consoles by now, this will be the game to sell the record straight. So what can we expect from the conversion? How many megas can a cart be pushed to? Well, the arcade is a stunning piece of technical wizardry, with many amazing features.

A new idea is the improved dazed indicator. Anyone who's played the game is no doubt familiar with the awful feeling of stars whizzing around their head after a severe beating, able to do nothing but watch the opponent close in for a bit more. Unfortunately,uffers of the game are all an even bigger disadvantage — the dizzy stars circle before the dazed have even landed indicating they're completely vulnerable! Devastating moves are of course combination techniques, and while here at SNES FORCE we're still amazed at the combos available in *Turbo*, *Super* has you



T. Hawk (left) is on the receiving end of one of Fel Long's many combos. Notice the redrawn stage.

gasping in disbelief!

The New Challengers in question are four of the toughest characters yet seen in an arcade game. Dee Jay is a menacing kickboxer from Jamaica and is a well-balanced character with an all-round status making him a fighter adaptable to all situations and opponents. Dee Jay's favourite winning slogan is 'Your problem is you don't have any rhythm!' Most opponents are likely to not have any teeth left alone any left for music.

Still on the theme of lacking incisors is Cammy, a special agent from good old Big City whose message to the others is 'Your missing teeth will remind you of my victory!' Her thrust kick is a sight to behold along with the spinning knuckle and cannon drill technique. Such a ferocious arsenal for a cute girl. If you're in search of mean looks, Fel Long is the answer. A toned Bruce Lee pastiche. Long favours speed and agility rather than powerhouse brute strength. Loaded with combinations such as a flaming dragon kick (a leggy version of Ryu's punch) and hop kick (a kick side-shuffle followed by a devastating kick) Fel Long states 'You must learn to block or my speed will overcome you' and he ain't kidding.

Finally, there's the awesome power of the Indian chief Thunder Hawk, a lot cry from the innocent war cries of Little Plum of Beano lane. This massive American can completely cripple the opposition in a matter of seconds. With a horrific powerset, anyone who reckons Zangief's strong had better see Mi Hawk in action. When he says 'You screams sound like a pathetic war cry' you know he's not in this tournament for a bit of fun.

The remaining contestants have of course been in training to show these newcomers they're still very much in charge. Whether it's new moves or better agility (Honda for example has no new techniques but can deliver an incredibly quick sumo torpedo) every contestant has gained something.

The *Street Fighter* craze is going to continue for a long while and when this *Super*, smashing, lovely conversion hits town, heads are going to spin in excitement. Will such an outrageously popular game ever lose its following? Well, when the *Super* phase eventually dies down (that's not conceivably possible as yet) there's something else to keep in mind — the inevitable *Street Fighter III*.



Cammy has the agility and speed of Chun-Li plus extra strength. Watch out for her Cannon-drill attack.

## NUMBER TWO

### Super Return Of The Jedi (JVC)

There is no slab in the dark, in fact we'd bet on mothers this is going to appear. Mainly because at the end of *Super Empire Strikes Back* it states there's going to be one! Let's be honest JVC, producers of the first two in the *Star Wars* trilogy,



Building on the success of *Empire*, *Jedi* will be an absolute stunner!

am-nip on the land of Tatooine where the evil manifestation Jabba the Hutt awaits in his lucrative lair. What about the perilous Sarbac pil over which the team hover, fighting Hutt's men and the bounty hunter Boba Fett. There would have to be a section for the adorable Ewoks during the mayhem on Endor which would include the dramatic speeder bike sequence. Quite how this will be handled snes-wise is unpredictable but the first two games were so detailed and fascinating we expect the best. In the film, Luke had a rematch with Vader before leaping the wrath of the evil Emperor. While this dramatic action was taking place, Lando Calrissian was drifting into the heart of the Death Star.

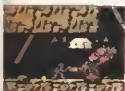
We can only expect the usual smattering of lasses blasts and atmospheric music, not forgetting the addictive game play.

A hugely entertaining game packed with the best of Lucas razamajaz. Second to *Super Street Fighter II* it has to be the hugenut!

## NUMBER THREE

### Mega Man X (Capcom)

The NES is being faded out of the limelight and finding its way to capboards and car boot sales worldwide but the 8-bit system created several immortal heroes. Mario is the obvious hero, but not



At last Mega Man brings his talents to the SNES.

The added technology of the SNES enables Mega Man to perform some wild moves: leaping off walls, using opponents' weapons against them — he's been given a new lease of life, not to mention a new plot!

An archeologist by the name of Dr. Smith uncovers an underground lab in which documents for an elite robot warlord are stored simply called X. After uncovering blueprints concerning X, Smith builds an entire legion of robots

would be goons to ignore the interest in the final instalment. Just imagine the possibilities for such a game! Starting in the desert wastelands you could expect a typical platform/shoot-

(Re)plots and they prove an instant hit with the general public. But the good idea becomes a nightmare when the Reploids develop minds of their own — soon the entire universe is under threat! Feelling slightly responsible, Smith programs the original X Reploid to hunt down the offending robots. X is the Mega Man in a battle that rages everywhere, be it land, sea or air. With stunning graphics, this is destined to become another Capcom classic.

## NUMBER FOUR

### FX Trax (Nintendo)

The next Nintendo-developed cart to reach us using the Super FX chip is *FX Trax*, a racing game which is not a far cry from the spectacular looking *Powerslide* and *Dune Racer*. With sporty cars chugging shape to it through light spaces it's going to be astonishing. Split-screen action offers



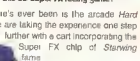
*FX Trax* is the first two-player Super FX game and promises to be even better than *Starwing*.

players the chance to race against each other on off- or on-road courses. Nintendo sold over one million copies of *Starwing* in the U.S. and Japan so it's no wonder there's hype surrounding this. The chip has actually been improved, providing enhanced graphic definition and increased game speed. While *Powerslide* is more of a simulation, *FX Trax* is going for all out racing thrills whatever the cost. Available in America shortly, (why should they get everything first?) records are about to be broken.

## NUMBER FIVE

### Powerslide (Elite)

Racing games are all very well but when was the last time you played a 'realistic' racer? Snre, the Top Geas and Exhaust Heats are very playable but can cars really take corners at over 200 mph without any momentum dilemmas? The answer is obviously no. The closest to 'real' driving there's ever been is the arcade *Hard Drivin'*, but Elite are taking the experience one step further with a cart incorporating the Super FX chip of *Starwing* fame.



*Powerslide* includes amazing scaling and rotation tricks which, it's argued, put this driving simulation way ahead of the competition. Play against the computer or a second player and choose from a range of weather-affected tracks and differing cars, each with unique handling abilities. Just like the real thing take a corner too hard and you've got to countersteer or slide out of control. When racing head-to-head against a friend, the screen splits into two when one person eccletricles into the lead and still retains the clarity and

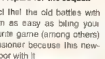
definition as the full-blown single-screen view. The two-player option doesn't sacrifice any of the speed as the FX chip is one quick microprocessor. All being well, *Powerslide* will appear in September. It's a long wait but it's definitely going to be worth it!

## NUMBER SIX

### Shadowrun 2 (Data East)

If you've completed *Shadowrun*, first let us congratulate you. Second, you'll no doubt have noticed the subtle hint at the end concerning a sequel. Following on from Jake Armitage's after-death excursion, the plot is a closely-guarded secret (either that or they haven't thought of a decent one yet) but that's not stopping us from getting excited. The only RPG we'd worry *Zeida*, the sequel is going to be even bigger. So big in fact that the old battles with the Jester Spinn will seem as easy as biting your tongue. Will Evans's favourite game (among others) is about to become a pinnacone because this newborn is going to wipe the floor with it.

Completed *Shadowrun*? Prepare for the sequel



## NUMBER SEVEN

### Dune Racer/Dirt Racers (Elite)

From Elite, the makers of *Powerslide*, comes *Dune Racer* (currently being called *Dirt Racers* in the States) an off-road tumble-rama with more rolls than a baker's! The difference between this and the aforementioned *Powerslide* are the cars and the courses. While *Powerslide* features high-



*Dune Racer* offers all the thrills of off road racing.

performance automobiles and fast tracks, the *Dune Racer* vehicles can take the brunt of off-road mud and mayhem. Ever wanted a go at *Run The Gauntlet*, LWT's diversion to the celebs? *Dune Racer* has all the wild thrills as well as realistic handling. Again featuring two-player mode, it this doesn't get the adrenaline pumping nothing will. The increasing use of Super FX technology won't end here. It's set to branch out to all game styles with it's polygon effects and super speed adding depth beyond belief. Hold on to your potatoes!

## NUMBER EIGHT

### Mystical Ninja 2 (Konami)

Known in the States and Japan as *Geoman 2* the adventurous ninjas reprise their hilarious roles in the follow up to the original arcade adventure. With a third ninja added into the fray (a savage robot called Sasuke), expect the scales to soar way beyond weirdness. The team aren't restricted to travelling on foot — four vehicles are available: a fish, a mouse, a sub-cart and a Sumo-bot, whatever that may be. End guardians can be taken on by controlling a huge robot and there's more opposition than the mortal mind can cope with. Basically, this is going to be everything the original *Mystical Ninja* is but with one beladava lot more. For more info on this sensational-looking cart flip to the News section and endure those screenshots.



## NUMBER NINE

### The Jungle Book (Virgin)

**M**r. Kipling is renowned for producing tip-top quality pre-packed cakes. An inspiration unto himself he gave bland apple pies a twist by adding... wait for it... custard! But did you know he also wrote a book? Rudyard (a daff name for a chel) once scribbled out a journal about a jungle called... *The Jungle Book*. This became an acclaimed piece of literature and when Disney got hold of the script



they made it into a huge movie! With the trend in Disney movies becoming video games it's not surprising *The Jungle Book* is on its way to our consoles.

Taking control of Mowgli, swing on vines, leap snakes and maybe even ride down a stream on a bear's stomach. With Sage already agreed to release their version, Virgin are putting the finishing touches to their own cart. If you think the animation in *Aladdin* is starting, prepare for your eyes to be opened. Let's just hope this Disney thing doesn't go too far!

## NUMBER TEN

### Starwing 2 (Argonaut/Ninter:dc)

**Y**et to be officially announced but strongly rumoured from inside sources at Argonaut it's the follow up to the 3D stunner *Starwing*. The



Imagine the original *Starwing* (above), add a two-player option and voila — a brand new adventure.

First space crusade was released to mixed reviews — while some clamoured to play the polygon packed game, others were not so impressed after the hype surrounding it. Sources close to Argonaut have said the sequel is going to be bigger, better. As long as the comical wingers are back — the frog rabbit, and vulture with their laughable sayings we'll be happy.

## OUTSIDE BET

### Madden '94 EA

**M**-Madden may be sprouting a batch of grey hair atop his bonce, but when it comes to first class games he is among the finest. While the ongoing



New 360° rotation makes the action better than ever.

'will livon't' it release debate continues (see News for our exclusive report), this American Football giant is already enjoying a fruitful season in America. With the real season just about over, European sports fans might be able to get their gronion to with the successor to the first Madden's. Featuring a wealth of plays and strategic elements, the new improved edition is one to watch out for — if it appears.

Okay, so now you know what's on the cards for the next year, but what do we really want to see? We compiled our own top five of unmissable games...

## NUMBER ONE

### Street Fighter III

**T**his is one of the most eagerly-awaited sequels in the history of video games. There were rumours floating around last year to the effect that Capcom were working on an *SFIII* and that it would be a complete departure from the others in the *Street Fighter* series. One of the stronger rumours suggested the next game was to be a side-scrolling beat-'em-up in the same vein as *Final Fight*, with GF characters taking the lead roles and bosses like M. Bison and Vega as the end of level baddies. Unfortunately, several months later nothing's been heard, so it seems they were nothing more than rumours.

One idea would be to simply start all over again, create twelve completely new characters, each with new backgrounds, making *SFIII* a completely new game. The scope for the new combos and attacks is mind boggling! New features should include an instant-replay option and each character could have up to ten special moves. Whatever Capcom decide to do, we're sure they'll make an incredible job of it — we're counting the days already!

## NUMBER TWO

### Zelda IV

**L**egend of *Zelda II* on the SNES is one of our favourite games ever, and we'd love to see a sequel. How about ten worlds, each with ancient map pieces hidden in a huge castle in the centre. The only way to gain access is to collect the eight keys hidden in eight dungeons spread around an individual world, and once the ten map pieces

are found you can enter the first world — the game would be at least ten times as big as its predecessor, with cinematic sequences accompanying each significant event. The game could have multiple paths to follow, each with 'an individual ending and special rewards. It could also change the order of tasks you need to complete every time a new game is started to offer extra game life. The possibilities go on and on, so come on Nintendo — do the decent thing and get cracking!



## NUMBER THREE

### Mario Kart 2

**T**his must be very high on a huge number of people's most wanted list. We must agree, *Mario Kart* is a classic and has so many possibilities for a sequel it's a wonder the big 'N' aren't working on it already! The main new aspect we'd like to see would obviously be hundreds of new tracks, for both GP racing and better mode. The new GP courses could be much longer and have tunnel sections and even overpasses. There could be night races with floodlights and fog patches, each race giving cash rewards allowing soup-ups like better engines and tyres. Weapons could be featured, including missiles, wheel mincers and time bombs. The seasons could consist of more races and give each competitor a chance to build up weapons. Another feature could be course designer, allowing a choice of layout, conditions and special features like ramps and loop-the-loops, which could also be saved to show your mates. The finishing touch would be an alternative viewpoint. Some of these ideas may seem a little hopeful but the finished product would be amazing!



## NUMBER FOUR

### Mario V

**S**uper Mario World was one of the best SNES games ever, and there must thousands of people crying out for a new adventure — we certainly are! The scope for a new Mario is as huge as *Zelda*, with hundreds of possible inclusions. The most obvious one is a much bigger playing area, with literally thousands of levels and loads of hidden zones. Each level could have two or three different ways to complete it, and depending which exit you take affects how you progress — some of the paths being more difficult and others dead ends, put there to throw you off the scent. The end-of-world Koopa kids should also be much harder to defeat — in *SNW* they were an absolute pushover! Interactive backgrounds would add a whole new element, with loads of hidden doors and bonuses to be found, and each world could have its own sub-world — *SNW* only had one hidden world for the whole game (Star Road).

## NUMBER FIVE

### Mortal Kombat 2

**T**he world is that work on *Mortal Kombat 2* is well under way and its arcade release is imminent. New features we'd like to see included are the ability to play as Sheng Tsung and Goro and of course, more gore. How about new moves for the bosses — just imagine Goro taking huge bites out of his opponent! All the original characters could have new, updated moves with a choice of two or three destruction per fighter, so you choose how to finish your opponent. We can't wait!

There you have it — an exclusive insight into the next twelve months of SNES releases. Follow them all in SNES FORCE.



# Rule <sup>the</sup> World!

The search for the ultimate *Super Street Fighter II* warrior

I'm probably the biggest game revolution since chess and damn it's one hell of a lot better. Super speeds, super graphics, four new super characters — *Super Street Fighter II — The New Challengers* is arguably the best video game EVER. Already a sensation in amusement arcades the world over we're giving you the chance to become the champion of champions and win the prestige of SSFII Supreme World Warrior. The honour of such a title will go to the best of the best and you'd better be good. With our own SNES FORCE champions lined up ready to shake up the competition and deflate any inflated egos, the task is an almighty demand. The tournament will take place in London where, after a pre-match meal, the competitors will get it on in a furious battle incorporating the arcade's cabinet link-up. And there they will stay — for the entire day. Even if we have to drug the arcade owner and stay until the early hours we'll find a winner. With a glamorous trophy and a wealth of snes goodies for the grandmaster, those who think they're the best will be fools to neglect this opportunity to display their talent — if they're as good as they say. We're looking for three challengers, so if you fancy your chances at becoming the king, why not tackle these questions and pop it off along with a photograph of yourself to: SUPER STREET FIGHTER TOURNAMENT, SNES FORCE, Impact Magazines, Ludlow, Shropshire, SY8 1JW. Because we're not going to know how good you really are until the date we're relying on trust alone to make seriously good players. Those who turn out to be utter duffers will be ridiculed on the spot — you've been warned. Of course, if you defeat us, we'll be wearing the Dunce's hat — but who says you're gonna?



To win your passport to an all-day dual to the death against the SNES FORCE champion and two other contenders, answer the four questions below — NOW!

1) Which of the following is one of *The New Challengers*?

- a) Fel Long
- b) Faye Dunaway
- c) Berry Bethal
- d) Long Dong

2) The arcade game features Capcom's new sound system. What is it called?

- a) Q sound system
- b) Q and A sound system
- c) Q E D sound system
- d) Tandy's economy hi-fi system

3) Which incredible feature has been added to the machine?

- a) Eight-player simultaneous option
- b) You can book lights on it to the Lake District
- c) It headbutts people called Percy
- d) A 12-inch version of that party classic *Shutupya Face*

4) Who is Gammy?

- a) A British special agent
- b) A new improved soap
- c) A lotion for nattle shags
- d) I dunno but Chrissy H has got the hots for her

Name

Address

Age  Tel.

Closing date is the 20th January 1994. The Editor's decision is final and no correspondence shall be entered into. If you have a problem with that come down here and have a one-on-one fight with him. If you don't want to receive mail from other companies please tick this box ☐



# Suicide Missions

## THE LEMMINGS 2 DIARIES

**When you're given the job of programming the sequel to arguably the best puzzle game of all time, a year and a half may sound like a long time. But as you'll see from Mike Dailly's working diary, things are never as simple as they seem...**

**M**ike Dailly is chief SNES programmer for DMA, a respected development house in Weymouth in early 1992 he began a project that was to engulf his life for the next year and a half. The chance to program *Lemmings 2* for the SNES was one of the biggest challenges of his life — it was also to be one of the toughest he had ever faced.

What follows is a rare insight to what actually goes on behind the scenes of a top Super Nintendo game. Through Mike's working diary we can trace the progress of *Lemmings 2* from day one to finished game. As you'll discover it was one incredible journey...

19/5/92

At last I've got my SNES development system, and started work on *Lemmings 2*. The worst thing about writing this on the SNES is all the code has to be rewritten. The Amiga being a 68000 machine and the SNES being a 6502 processor based machine, simply means that the code is incompatible. I have a lot of typing ahead.

The first thing on my mind was to get the scrolling working. Dave 'The Boss' Jones already had the scrolling and some Lemmings walking about, so I'd have to try and catch up. It's not as easy to do the scrolling for *Lemmings* as has been for the rest of the games I've done. I think I should do some research first.

22/5/92

After carefully looking at the SNES version, I think I'll follow the same sort of system. As there's no way you can just use sprites for all the Lemmings. Because the screen can be altered at will, I've decided to use a Bit-Map. The SNES however can't handle the drawing and replacing of the Lemmings to the main screen. Fortunately the SNES has a lovely 4 colour screen, and I just so happened the walker and taller Lemmings are only 4 colours. That'll do nicely.

18/6/92

Phew! At last I've finally got the screen scrolling around the game area. So the next thing to do is get a Lemming drawn as fast as possible. This is very important. Looking at Sunsoft's version, it's very slow. It starts to slow down even when there are only a few Lemmings out! I'll have to do better than that — I've just got to figure out how!

25/6/92

Well that wasn't too hard, I've moved all the codes around a bit to allow the graphics for the walkers and fallers to be drawn quickly. As the SNES allows the address of ZeroPage (the fastest area to access) to

be changed, I simply point it to the base of the graphics, and then draw them very quickly. I'm pleased to say the Sunsoft guys missed this trick. This should allow me to keep pace with the Amiga version.

07/07/92

After watching the jerky scroll, Dave decided it just isn't good enough for a console. It suffers from the same problem as Sunsoft's backdrop did — and it just looks pretty

naïf. After having a small chat with Scott 'Hired guns' Johnston, I've come up with a system that should allow smooth scrolling. It's a shame Dave can't put this in the Amiga version, I'm sure he can, I'll have to think about it though.

**Sunsoft have requested some Japanese text — this'll be fun. Lets put in some text they can't understand!**

Yup! I was right. Dave can use the same system, so it won't look too bad compared to the SNES version. I think it's also time to put some skills in. Jumper and runner first.

12/06/92

Now that the first couple of skills are in place (sort of), I can put in the dreaded fan, I have NO



The flame thrower is an excellent addition to the game but don't let him turn around quickly!





The perspiration behind *Lemmings 2*, the DMA programming team and not an anorak in sight!

idea how easy this will be to use a joypad... I'll also put in the ballerina, although this involves some pretty heavy maths. I'll need to work out a better square root as well, like one Dave's using is very slow for me to run — come to think of it I don't even know how to work out square roots!

MMMMmm. After writing the square root in Pascal then 68000 and then into 65816 I've managed to speed the maths routines up enough to use but I still don't really know how it works!

22/09/92

Those nice chaps at Nintendo have just sent me the new SNES mouse — MMMmmmm Yummy! A quick morning's work and it's in place. OOOooo I love not using the joypad. We'll have to do something about that sooner or later. Not everyone's going to have a mouse.

Good news. I've also been given the go ahead to use a 16 megabit cart. Whahey!! This should make life a bit easier. I've just got my level conversion program working so now I can port levels from the Amiga game.

04/12/92

I've to do a basic level and so Dave can show it off to Psychosis. Emmm, I think I'll just start the level and properly, as there's no point in rewriting it later.

Finally figured out how to take shapes away from the background, with enough speed as to not slow the game down. It takes some very rapid code to shift and rotate the data, but I've come up with a barrel-shifting method. Which basically means that it takes the same time to shift 8 as it takes to shift 1.

It's taken me a week of solid typing, but it's time to test it! Mmmmm. Oh well, nothing this complex works first time anyway.

Now that I've got adding and removing graphics from the background, I can finally

do some real skills (Bomber, Basher, Builder, Stacker etc...). I hope to get most of these in before we break for Christmas.

25/01/93

Now that I'm back, I've started throwing in the skills, Walker, Runner, Jumper, Flatter, Thunder — all rewritten in line with Gods (Amiga version) plus many more at a store near you from 2010. Don't miss 'em!

06/02/93

Corrected a bug in my DMA transfer routines, it also uses a circular queue and checks for frame overruns. Pause system updated (thanks to Brian 'Biscuit' Watson), and I've written an attached sprite system for things like balloons and flame throwers. Everyone get that!

23/02/93

Forced to finally start work on... the archer from hell! Also the killer, glue and sand pourers and the lesser blaster. The Amiga archer code is really, well, how can I put this, bad! Andy 'archer' White has apologised and grovelled a few times in a sad attempt to make up for it — I suppose I can forgive him... someday. Probably once I don't have to look at it again.

15/03/93

I've now finished 13 of the 51 skills. Oh well, on we go! I'm pleased to say the maths code is holding up well though, I really thought the SNES might not be able to handle it.

22/03/93

Time for the first demo. Dave's taking it over to the US with him to show at CES (Consumer Electronics Show). So I've finished the front end screen with a lovely 256 colour picture of the Lemmings village — seems to be deserted though.

## JARGON BUSTERS

**Address:** In programming terms an address is a single piece of memory with its own unique number. This number is the 'address'.

**Bug:** a mistake in the program that causes unwanted results. So called because the very first mainframe computer got a value fused because a moth flew inside it. The programmer put the dead moth on the log book and wrote 'De-bugging'!

**Bitmap:** graphics are arranged in rows of square dots called pixels. A collection of these pixels — for example a picture on the screen — is known as a bitmap.

**Coding:** this is simply a programmer's terms for all the programming instructions. Coding the fancy words used instead of 'programming'.

**Crash:** a really serious bug means that the program simply stops working altogether so that you can't do anything else. This is called a crash.

**Debounce:** imagine a really springy switch. If you press it, the thing might go on, off, on, off, on before settling down. Debouncing is a method of making sure it just does it once! A similar effect can happen when selecting icons on screen.

**DMA:** this means Direct Memory Access. It's a means of transferring data without using the processor (and it's faster too!).

**Front End:** technical name for what gameplayers call a titles screen. It includes all the bits that let the player select options and so on. Everything that isn't part of the game itself.

**Hardware:** in the sense used here, hardware means all the nice custom chips that can do special things far faster than the processor can.

**Mode 7:** for example, Master Verblons: not another console, but the version of the game that will be the absolute final version. (Unless something unexpected, which it always does!)

**Meg/Megs/Mogabit:** a bit is the smallest piece of memory possible and has a value 0 or 1, nothing else. A Megabit is 1,048,576 bits. More commonly, memory is shown in Megabytes. A byte is 8 bits and a Megabyte is 1,048,576 bytes (this is what is usually shortened to '1 Meg' MB. A Meg means a Megabyte and NOT a Megabit).

**Parallax:** the effect in scrolling where objects that are further away appear to move more slowly than objects that are close by.

**Pascal 68000/6502/65816:** Pascal is a high level programming language, 68000, 6502, 65816 are different varieties of low level languages, which have very simple instructions. One instruction in Pascal is easy to understand and can do quite a bit, but can be large and slow. One 68000 instruction doesn't achieve much by itself but the result is compact and fast.

**Playfield:** a playfield is a layer of graphics which has one colour. Inapparent as that another layer can show through. This is one way of achieving parallax scrolling.

**Sprite:** a sprite is a piece of graphic that can be put onto the screen without affecting any of the background.

**Video RAM:** normal memory is where the program and some data is kept. Video RAM is special faster memory where the graphics go to be displayed.

**ZeroPage:** a part of the SNES memory which is faster to use than other parts.





#### A practice mode gets you into the swing of things.

Fixed a small bug in the sprita smooth scroll system, which caused the sprites to jitter every now and again. Mmm. . . now the Amiga version is finished, perhaps I'll get some artists to draw my parallax backdrops?

Oh dear, who's been a naughty boy then. I fixed a small bug — even so small honest — in the background removing system. That one's been around for a while, and I thought it was going to be quite difficult to sort. Oops. Hope no one saw me.

#### 05/05/93

Finished yet more skills, golly there's a lot of them! Changed the pencil a bit and moved Video Ram about again. I'm also to get a new programmer Adam Fowler, he'll be doing all the front end and intro screens, that should save me a month or so! I think I'll get him to do the practice screen first, that'll be handy for me, as testing these new skills is a pain.

#### 24/05/93

Adam's just finished version one of the practice selection screen. He's also managed to do the intro select screen! I've been busy too. I've just put in version one of the parallax backdrops, some nice looking pictures there. The Archer is FINISHED!! Even the throwers are in! My wharf a nice month.

#### 31/05/93

Second Demo for Psychosis. All the levels are now in — subject to change. All 122k of them! Actually that's not bad for 124 levels. Rob 'compression' Northern has some nice data-shrinking routines. These levels would have been over 1,142,784 bytes in size! Good compressions eh!

Adam's finished the level select screen, almost exactly the same as the Amiga one!

#### 16/06/93

Just finished putting in Metal, Ice and Water. Nice end easy fix! Nothing like a simple task to relax

you. Adam is in the middle of writing the LOAD/SAVE section, this will have to be different from the Amiga version, as I don't want people to have to enter in names! We've decided to go for a Mario-style save selector, 4 slots, each with a percentage indicator allowing the player to see where he is in the game. There's also a salesman for each slot showing the current medal for each level. Dave called 'Mmm... I wish we'd done that for the Amiga one' it just shows what a fresh set of ideas can do.

The Nuke seems to be playing up, as not all the Lemmings are dying. I'll have a look at it when I've got time.

#### 21/07/93

21st Demo. Psychosis seem to be taking an interest now. I guess I'll be churning out the demos — not that Adam has finished the in-game stuff, he's just started on the intro. We're not really sure if we can do the full Amiga version, it all depends on what the game takes up.

Biscuit, to his disgust, has been told to help out with some skills. He's a 68000 programmer, and really dislikes the 6802 type processor in the SNES — Shame. It did take both of us to figure out why the Megno booter wasn't working though — I hate tricky bugs!

I've now got trap doors, exits, etc in and it's starting to look more like Lemmings now. The game has also been tied together using Adam's layout and stuff — you can actually play it now!

#### 03/08/93

Fourth demo. Oh dear 'Mr Lemmings' Timmons who has been testing L2 has just handed me a few sheets full of bugs. So I have to fix, Water, Blocker, Walker, Feller, Pouter's, scroll (of all things), and quite a few more. At least Psychosis won't hand quite as many when they start testing.

After a small meeting with those involved I've added cannons, they're not the same as the Amiga version, but they still fix. We also came up with a spilling new control method for the joyed. It should allow folk to play the game with a bit more ease. Adam's been handed the task of coding it. It may take a while to get it feeling just right, but it'll be nice when it's done.

#### 11/08/93

Fifth Demo. I've fixed the dancers, but they still glitch quite a bit. I'll ponder on this some more. Adam's look-to-Lemming on the joyed works really well. Gary even prelates using this to the mouse!

It's official! The robot is in! This is the worst of all the skills, and it's finished! I think I deserve a pit for that one! Oh yeah, Biscuit helped a bit. Oh well it's still a bummer of a skill.

I'm starting to put in all the trimmings now, like pause stops, the limiter and debouncing the icons from the buttons, I've even fixed the nuke! What more could a growing lad ask for?

#### 13/08/93

All the skills are now done. Gary and his helpers are now in full test mode. So much in fact that it's hard to get any graphics out of him! You have to spike his seat in the morning and pin a large notice to his monitor so he'll actually do them.

The dancers are now drawn meeting I can have all the Lemmings dancing, and you can actually see

them too! I had set aside two days for this, and it took me two hours. Early lunch I think!

Biscuit fixed the Fencer, and megno booter (again) while I fixed the swimmer and Nuke (again).

#### Demo seven: (first Alpha version

Almost there! Psychosis now go into full test mode

#### 25/08/93

Psychosis' first bug report. A long list of 20 or so bugs, however there are only two I haven't fixed. Fixed some more of Gary's bugs — ones he found, not ones he put in. Adam also fixed a bug in the Medal award, and we both hunted for quite some time before we tackled down a very nasty crash.



The new icon bar shows all the new skills available.

#### 16/09/93

I've started to get the music and sound FX. The music's pretty good, though some tunes are strange. I've asked Mike 'The Musical' Clerk to add some echo to the Cave style, that'd be nice. The sound drives are quite good, so I've put in a Stereo effect for the Lemming sound effects. Depending where the Lemmings is in relation with the screen, the Lemmings sound will be loud and out of both speakers, or soft and out of either the left or right speaker — the Amiga version couldn't do this!

#### Demo eight: Beta Test Version

#### Date: 28/09/93

Sunsolt, who are producing L2 in Japan, have requested some Japanese text. That'll be fun. Let's try an opt in some text we don't understand and can't read!

The font they've also given us, is fairly basic, but I can't change it as a wrong pixel could change the way the message reads! How about 'Press fire to play' changing to 'The Monkey Is in the Tree'. Amusing though! — but not very practical.

#### 15/10/93

Fixed the last of the bugs from Sunsolt, and have created two master versions. Now to Modem them to Psychosis, the files are two meg each in size! Expensive phone bill.

And as the last bytes of code rapidly zap there away from Dundee to Liverpool, so Mike could look back on the end of an incredible year-and-a-half's work. There's no more he can do — his late now rest firmly in our and your hands.

All the remains for him is to sit back and wait for the critics to review his efforts. Will the game be a success? Were all his refinements worth it? Join us next issue for a full SNES FORCE exclusive review and find out just how good Lemmings 2 really is.

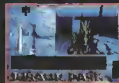


The Lemmings 2 art team pose for a post-production group photo. What's the secret of their success? They talk to the potted plant!



WHEN THE STREET JUST AINT  
TOUGH ENOUGH... 

GO PLAY IN THE PARK



IF IT'S NOT JURASSIC PARK IT'S EXTINCT





# Humans

Remember *Humans* on the Game Boy? Well forget everything you know. The SNES version of this classic puzzle has been completely redesigned and redrawn to create what could be the definitive puzzle game.

Set way back in the Stone Age, the humans are a primitive bunch of Neanderthals high on ambition but short on intelligence — put in this way, it takes a while for this rabble to be the *Home Alone*. Armed with a host of good intentions the prehistoric Philistines combine their collective brain cells to struggle against the evolutionary odds and beat extinction. Survival

**Packed into an eight-meg cartridge this version's graphics have been redrawn for the SNES colour palette.**

means scouring the eighty-odd levels for vital tools and weapons, while fleeing the clutches of the horde of dinosaurs who enjoy nothing more than a Inbushman or two by way of a light snack.

Cooperative skills are the key to success and the humans have developed a unique way of scaling seemingly out of reach platforms. Clambering on top of each other, they form a stack — the only trouble is getting the guy on the bottom up the top!



The tribe of humans can stand on each other's shoulders making higher platforms reachable.

## WORK IN PROGRESS

Once the rope is discovered the clueless cavemen have a way of allowing others to climb up to a platform — it's an essential tool but very well hidden.

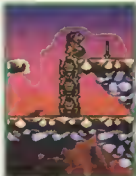
When the action hits up the loveable layabouts need a weapon and what better than a spear. Again, it takes a thorough search to locate but is well worth the effort. Not only can it be used to fight off hostile tribes, it also doubles as a pole vault — perfect for crossing lakes, streams and other treacherous hazards.

### Stone me!

If that's enough there's the chance to discover fire. This wondrous revelation allows bushes (and enemies!) to be turned to cinders — better use it carefully though, one wrong move and it's barbecue time.

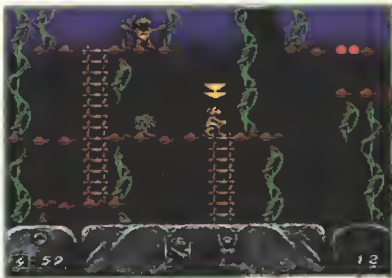
Just invented in time for the game is the wheel. Once it's mastered the tribe can zoom along at break-neck speeds showing even the quickest of predators a clean pair of moccasins.

Action is viewed Lemmings style with full-screen level layout, mission objective showing the number of Inbushmen available for the puzzle and an icon bar allowing you to toggle between the different tools and weapons discovered. Levels start slowly with the emphasis on getting players to grasp the game's concept and familiarising



Above: using the patented ladder technique the tribe manage to climb high enough to reach the spear.

Below: the bush acts as a barrier and the only way to get rid of it is to burn it down!



them with the controls. Pretty soon things hot up though with all manner of mind-bending puzzles to overcome.

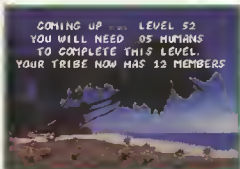
Although *Humans* has enjoyed massive success on other formats — particularly the Amiga where it was nominated for the Going Live Game Of The Year award — this is no straightforward port. The game's developers, Imagitec, poured months of effort into making this the definitive version and the early version of the cart shown to SNES FORCE certainly bears this out.

## Drawing conclusions

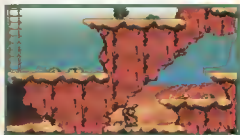
Packed into an 8-Meg cart this version's graphics have been completely redrawn to take full advantage of the huge 256-colour palette. Seem to watch out for include streaming waterfalls, heat hazes in the desert scenes and bubbling lava pits. Each discovery is heralded with digitised animation screens and there's the obligatory use of Mode 7 scaling on the Daily Rock information screens.

Although undergoing rigorous playtesting as SNES FORCE went to press we can expect to get our hands on a finished copy of *Humans* in time for Christmas. And if you're looking for the ideal present to keep the entire family quiet over the festive season, this could well be the perfect treat.

We'll have a full review of the finished version next issue but in the meantime sit back and what your appetite with these screenshots.



Before each level starts you're given the lowdown on the situation of the tribe.



Throwing spears onto higher levels couldn't be easier — simply set the trajectory and let rip.



That angry looking human is a member of a rival tribe and contact means instant death!



With just under three minutes to go, the strongest member of the tribe prepares to throw a rope up to the stranded leader. The yellow bar on the bottom of the screen determines the throw's strength.



The bloke with the stupid mask is the tribe's witch doctor who proves very useful.



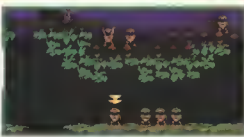
The tribe lines up for inspection at the start of the level — would you trust these men?

## 'Pulsating, prehistoric puzzler'

With the current batch of *Street Fighter* it closes around. It makes a refreshing change to see an innovative puzzler on the shelves. As soon as the dreaded 'P' word rears its ugly head, game reviewers invariably make a host of unqualified comparisons with *Lemmings* and while they are both incredibly addictive and two of an elite group of games that appeal to all age groups, the comparisons end there. Not that that's a bad thing, *Humans* uses an excellent blend of tough levels, layouts and puzzles with a smooth and responsive joystick control. A puzzle game that feels like it's been designed for a console.

Graphics and backgrounds are colourful adding atmosphere and ambience to the puzzle and the digitised discovery shots and character animations add to the humorous feel. With

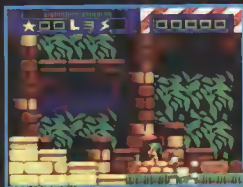
challenges for even the most sharp-witted of game fans and the inclusion of a password system reduces frustration to a minimum. Although the version I saw was only 60% complete there's every sign *Humans* on the shelves is going to be even better than the Amiga version — and that's praise indeed!



Above: choosing the right item is crucial — the useful spear is preferred to the flaming torch.

Left: the larger levels have even more tribesmen to save, making survival even tougher.

# Putty Squad



Negotiating the ruined Lego-brick castle of Klud, Putty hops over a dug-in G.I. Pup and his mortar bombs.

Since our last action-packed, window-pane-holding-substance-stretching adventure, that li'l blue guy's had a change of career...

**W**hen the last of the royalties from his film rolled in and the bottom fell out of the commercial voice-over scene, Putty enrolled with the CIA to avoid moral decline. I was still stretched out on Venice Beach when he called, but I joined my elastic associate once more for nostalgia's sake. We were immediately assigned to a top secret mission in the old Putty capital from before the twenty-year war with Wizard Scatterflash. The city was left

**We were the Putty Squad, our official mission to infiltrate the occupied territory and rescue MIAs.**

decaying and peopled by his self-motivated vegetables and Demonic Imps. The de-briefing left us blushing but forewarned of the last effort to free the red Putty POWs from "Flash's" torturers. A fellow fellow named Napalm was sent in as commander (I think I remember him from kindergarten) along with plentiful ration supplies and a battalion of those gormless GI Pups.

**What's rubbery and stretchy...**

Napalm lost it and let the aide down big-style, when he flipped his lid and pronounced himself the God of all Putty Moon's native spotted frogs, turning all nine varieties of

## WORK IN PROGRESS



Wonder who the fellow in glasses is? Putty, semtex of a thousand faces, on one of the action-packed vertically-scrolling levels. The cunning disguise kit hides him from certain enemies.

his troops against us. Jeexual!

We were named the *Putty Squad*, our official mission to infiltrate the occupied territory and rescue those MIA. I was tooled up with a skip-load of time bombs (a standard field issue, keep out of range of children and blue balls of semtex), Putty was issued regulation common sense. According to the blurred polaroids I keep under my bed... er, the blurred advance shots the CIA had acquired, there were many useful items left in Klud. The X-Ray Spax for instance, which reveal the many hidden rooms and secret doors built into the city's architecture. Chili to render Putty invincible, shield, green talaportor cheese, glowing phosphor and novelty Groucho Marx glasses to fool the pig-ignorant pups (Warning: may not work on Napalm, us cats are a higher life form).

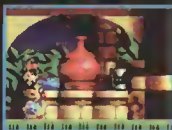
**...and comes in Novelty varieties?**

Back-up was promised in the shape of Agent X16, who, while summoned with the Trashcan, appears from deep undercover work as a pedal bin to guide Putty's Space Pod down from orbit. The pod was our means of travel to

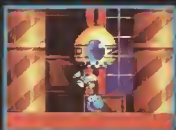


The menacing bronze idols in the background distract from vital stars below the climbable platforms.

# wad



Birds and dogs, and the catfood — useful for summoning Dweezil if you fancy a size nine in the ass!



Note the sleek bodywork and injection-moulded, strengthened-fibreglass screens of the all new, deluxe model Putty Pod 3.1.

Putty Moon, and can take the blue one anywhere on screen. Putty learned that if he absorbed the Nitro and became pure samtax he could not only attach bits of himself to enemies and objects, but drop bouncing bombs from the Pod.

Due to the recession, we weren't allowed any rations, but told that Napalm had plenty and we could thrive then by hitting him from behind. Always said the CIA had style.

## Super Putty!

Putty was taken away for 'personal tuition', and returned with a suspiciously smug grin. He prodded me in the bread basket a few times and murmured 'They were right. It is springy. Quite bouncy, really...' before I remembered my New Year's resolution to kick him in the ass on sight. I was worried, there was a rumour goin' round the canteen that Uncle Ted was on one of the snapshots we hadn't been shown. Apparently he was next to a mixing desk, in a *Prodigy* shirt. Shivering at the thought, I reflected that at least we wouldn't be the Pupa's prime target when Ted was around!

Reminiscing on the events of the 'Case of the Console Killer' as I puffed away at a CIA biro contemptuously, I wondered if the stretchy blue singleton would, or even could, get out of this one alive...



After calling X13, Putty is overcome with gratitude as the Putty Pod descends from orbit to help out.



An amp, a spotted toad and a giant strip light? Weird backgrounds or what?!

## 'My mutha-in-lar is sooo ugly'



I was impressed with *Super Putty*, it was an unmistakably quality offering, and as for the characters... I'm rather partial to them (about a 20,000 word covermount partial). I'd never been thought of crossing it with the map locations of *Mario*, and elongating the levels so they scroll just as far vertically as before, only with around twice as much to each side. I wouldn't have thought there'd be room in one cart to fit the original gameplay along with various new types of semi-intelligent enemies, multiple CPU-controlled allies and scores of spellbindingly original collectables. In just a few meg? I don't understand it!

People like System 3 are the reason some software houses get a bad reputation — with new titles like *Putty Squad* knocking around, the benchmark for platform carts is constantly shifting and getting more competitive. Who's complaining?

From the pre-production copies I've played, this looks very likely to scoop magazine awards left, right and centre and annoy a certain plumber to the point of insanity. Call me Mario-a-phobic, but I don't think he comes anywhere close to the *Squad*. Interactive Icons, hugs sprites on glorious backdrops, plenty of punch-'n'-kick-'n'-platform action, when they finish *Putty Squad* System 3'll have a serious smash hit on their hands. Remembec — you heard it here first!



Dem bones, dem bones... the skeleton looks dodgy, but never fear — Agent X15's trash can is on hand for backup.



Holy flying Dogs, it's the G.I. Pup 3rd Airborne Division — head down, keep that upper lip stiff, Putty old boy.



Heh, I'd say Scarlet Putty in the library with the nasty spiky enemy. Cluedo with Playdoh — what a concept!



Cor, he's some frames of animation on him, that Putty. Here he looks shyly away.

# 100% ALIVE

Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Phone someone you love

Learn a second language

Go and see Ryan Giggs

Get your nipple pierced

Ring 071 700 3100 and tell London something it needs to know

Play football in the street

Give £100 to a down and out

Make a statement

Order an empty skip and leave it outside your house for a week

Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Go for a day without speaking

Write to Mother Teresa  
Turn your radio up full blast

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Stare at the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

Visit Great Ormond Street Hospital

Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

Take a friend to the zoo



Phone someone you love  
Once up your seat on the tube every day

Take a bath in milk

Climb a tree

Watch 'It's a wonderful life'

Get on a bus you never got on before

Drink a glass of water

Clean your ears

Dream for the day

Visit New York

Listen to Jazzy B's next show

Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Ride a Merry-go-round

Say hello to a policeman

Spend an hour in a place of worship

Send someone a telegram

Put your sofa in the kitchen

Go to a museum

Get on a bus you've never been on before

Dance in the front garden

Shave your head

Feed the birds

Visit an art gallery

Write a poem

Feed someone else's meter

Carry a flower all day

Paint your toe-nails

Take your granny to the movies

Stop saying no for a whole week

Put on a dress

Write to your MP

Make a wish

Go home a different way every night for a week

Spend an hour in a place of worship

Learn to listen more

Sing a song at the top of your voice

Help a stranger with their shopping

Write a fairy-tale

Take a friend to the zoo  
Crown to your partner under a full moon

Do a jigsaw puzzle

Get your hair cut

Dance in the rain

Fast for a day

Buy a hat

Use a fountain pen

Walk home today

Feed the dog

Invite your neighbour to tea

Give your favourite possession away

Memorise a Woody Allen joke

Tell the truth for a day

Scream

Put the kettle on

Take up knitting

Listen to Rodigan's next show, in the park

Only boil as much water as you need

Spend an afternoon speculating on how to make a million

Forgive someone

Do one thing to make the world a better place to live

Say yes for a day

Put your name on a star

Stop someone getting AIDS

Learn to fly

Do a cartwheel

Tell someone your dreams

Walk on the grass

Make a million pounds

Talk about God with a friend

Wink at someone ugly

Buy the next record you hear on Kiss

Buy your boss a present

Tell someone you appreciate what they do

Buy a friend your favourite book

Tune into Caesar tomorrow morning at 4am

Photocopy this ad and get someone else to do it

Kiss 100FM

# The Super League

The moment of truth finally arrives with the Christmas standings in the SNES FORCE Super League. If you're looking for a New Year bargain, here are our favourites...

Title	Score %	Issues
1. <b>Chouh's'n Chouh's</b>	<b>89</b>	-
2. <b>Burnout Riders</b>	<b>89</b>	8
3. <b>Castlevania IV</b>	<b>88</b>	-
4. <b>Super Pang</b>	<b>86</b>	-
5. <b>Lovestronger Man</b>	<b>85</b>	8
6. <b>Joe and Mac 2</b>	<b>86</b>	-
7. <b>Chuck Rock</b>	<b>80</b>	-
8. <b>Super Kumbow</b>	<b>81</b>	2
9. <b>Taz-Mania</b>	<b>86</b>	1
10. <b>Super Adv. Island</b>	<b>84</b>	-
ARCADE		

Title	Score %	Issues
1. <b>Legend of Zelda</b>	<b>93</b>	-
2. <b>Flashback</b>	<b>82</b>	8
3. <b>Shadowrun</b>	<b>92</b>	2
4. <b>Mystical Ninja</b>	<b>92</b>	8
5. <b>Young Marlin</b>	<b>92</b>	8
6. <b>Jurassic Park</b>	<b>82</b>	5
7. <b>Out of this World</b>	<b>84</b>	-
8. <b>Actraiser</b>	<b>83</b>	-
9. <b>Equinox</b>	<b>84</b>	8
10. <b>Wingtip and Magic</b>	<b>84</b>	8
ADVENTURE		

Title	Score %	Issues
1. <b>U &amp; Turbo</b>	<b>96</b>	2
2. <b>U &amp; B</b>	<b>92</b>	-
3. <b>Loosey Fighters</b>	<b>90</b>	8
4. <b>Mortal Kombat</b>	<b>89</b>	3
5. <b>Karnes 1/2</b>	<b>84</b>	7
6. <b>Batman Returns</b>	<b>82</b>	-
7. <b>Final Fight</b>	<b>79</b>	-
8. <b>Running Beat Run</b>	<b>74</b>	-
9. <b>Super Double Drop</b>	<b>70</b>	-
10. <b>Virtue IV</b>	<b>75</b>	-
BEAT 'EM UP		

Title	Score %	Issues
1. <b>Marty All-Stars</b>	<b>82</b>	4
2. <b>Super Mario World</b>	<b>85</b>	-
3. <b>Cool Spot</b>	<b>90</b>	7
4. <b>Mickey's Magic Ops</b>	<b>81</b>	-
5. <b>Mr. Nutz</b>	<b>80</b>	5
6. <b>Tiny Toons</b>	<b>87</b>	-
7. <b>The Addams Family</b>	<b>88</b>	-
8. <b>First Samurai</b>	<b>85</b>	4
9. <b>Prince of Persia</b>	<b>89</b>	-
10. <b>Super Puffy</b>	<b>87</b>	6
PLATFORM		

Title	Score %	Issues
1. <b>Lost Vikings</b>	<b>81</b>	1
2. <b>Looneybugs</b>	<b>90</b>	-
3. <b>Good Troop</b>	<b>88</b>	6
4. <b>Super Eddie</b>	<b>85</b>	-
5. <b>Krusty's Famous</b>	<b>82</b>	-
6. <b>Yoshi's Cookies</b>	<b>79</b>	4
7. <b>Pushover</b>	<b>78</b>	-
8. <b>Q-Bert</b>	<b>64</b>	-
9. <b>Trodders</b>	<b>85</b>	8
10. <b>Spin Dizzy</b>	<b>82</b>	-
PUZZLE		

Title	Score %	Issues
1. <b>Super Empire</b>	<b>95</b>	7
2. <b>Alien 2</b>	<b>82</b>	1
3. <b>Super Star Wars</b>	<b>92</b>	-
7. <b>Populous</b>	<b>87</b>	-
8. <b>Super Turrican</b>	<b>83</b>	8
9. <b>Cyberwater</b>	<b>89</b>	-
7. <b>Super Probotector</b>	<b>82</b>	-
8. <b>Zombies</b>	<b>90</b>	8
9. <b>S.D.S.</b>	<b>88</b>	1
10. <b>Pop 'n' Twister</b>	<b>80</b>	2
SHOOT 'EM UP		

Title	Score %	Issues
1. <b>Revenge Soccer</b>	<b>84</b>	8
3. <b>Rock 'n' Roll Racing</b>	<b>80</b>	6
4. <b>Super NBA</b>	<b>88</b>	-
5. <b>John Madden '93</b>	<b>90</b>	-
6. <b>Super Tennis</b>	<b>88</b>	-
7. <b>Striker</b>	<b>82</b>	2
8. <b>Top Gun</b>	<b>88</b>	-
9. <b>Extra Innings</b>	<b>87</b>	-
10. <b>Exhilarator Steel</b>	<b>84</b>	-
SPORTS		

Title	Score %	Issues
1. <b>Desert Fighter</b>	<b>82</b>	8
2. <b>PlayWings</b>	<b>81</b>	-
3. <b>Desert Strike</b>	<b>87</b>	-
4. <b>Mega in Motion</b>	<b>87</b>	8
5. <b>San City</b>	<b>84</b>	-
6. <b>Player Manager</b>	<b>86</b>	4
7. <b>Populous</b>	<b>81</b>	-
8. <b>Super Strike Eagle</b>	<b>79</b>	1
9. <b>Mech Warrior</b>	<b>79</b>	-
10. <b>Viking Conqueror 2</b>	<b>84</b>	-
STRATEGY		

## A league of their own...

Every game listed in this section has been selected by the SNES FORCE team as one of the ten best of its class. The SuperLeague™ will be

constantly updated to ensure that it continues to be an accurate listing of the very best games available for the SNES. SuperLeague™ listed titles

are all widely available in high street stores and via mail order. It is advisable to check compatibility with your retailer before purchase.

# The Review

s e c t i o n

Welcome to Issue Eight and a Happy New Year to you all. This month we've got 40 packed pages of official reviews just gagging for your attention...

## Game Type

Our SuperLeague™ category - indicating what type of game is being reviewed.

## What the makers say

A chance for the people who produced the game to do a short sell to you.

## Controls

Which button does what when controlling the game. If a button does nothing, we say so.

## First Impression

As soon as a game comes into the SNES FORCE office for review it is given to three of the team for a 'first impression' session.

At this stage the reviewers aren't undertaking a complete critical analysis of the game, instead they are simply presenting three snapshot impressions of the game.

This element of the review process is probably the furthest most readers get when trying to evaluate software for themselves in shops, so it's a very useful aid to see just how well the game fares, even without the manual.

Don't expect all three of the reviewers to agree with each other at this stage of the review (in fact don't rely on that at any point!)

For a balanced view you should compare the First Impression panels with this corresponding Final Analysis section.

## First day score

One of the team is assigned the game for a complete review after the First Impressions have been completed. The first day score achieved is a good indication of how difficult a game is.

## SuperLeague™ placing

If a game is considered to be good enough, it will find a place in one of the SNES FORCE SuperLeague™

In simple terms, these are lists of the top ten games in various different genres

SNES FORCE strongly recommends the purchase of any game rated in a League

## Final day score

The same reviewer who played the game on its day of arrival will have been playing the game for over four weeks by this stage.

You should expect the final day score to be much higher than the first day one.

If it isn't - treat it as a danger sign. Our team is full of professional games players and it's probably just too hard.

## Comment

A full comment is much more detailed than a first impression statement.

In order to give a fair assessment of the game one of our reviewing team has to spend at least half a day playing the game from end to end, or at least as far as they can get.

Comments include a short summary quote and rating.

## Rating box

The definitive summary of how each game is rated by the entire SNES FORCE team

Even if you don't read anything else - read this



Reviewed in full	
Tournament Fighters	32
Lawnmower Man.....	38
Young Merlin .....	42
Aladdin.....	46
Flashback .....	50
Sensible Soccer .....	54
Mystical Ninja.....	58
Super Turrican.....	62
Daffy Duck .....	66
Desert Fighter .....	70



## Beat-'em-up

Producer ..... Konami  
Supplier ..... Konami

Price ..... TBA  
Status ..... Official UK release

Players ..... 1-2  
Lives ..... N/A  
Continues ..... 1-5  
Extras ..... Speed settings,

## What the makers say...

The world is a stage for a different kind of fighting contest... Tournament Fighters — a new generation of beat-'em-ups.

■ Konami

## Controls

	Normal punch
	Normal kick
	Fierce punch
	Fierce kick
<b>L</b>	Nothing
<b>R</b>	Nothing

## First impression



## First day score

Simon level 3

**FINISHED**

# Teenage Mutant Ninja Tournament Fighters

Deep  
beneath  
the city

## Smash!

streets lie twisting sewer  
labyrinths. City residents  
never gave a thought to the  
underground routes, the  
rotting smell, the darkness,  
the vermin — until now...

**T**he disease-condemned sewer tunnels are home to the Teenage Mutant Ninja Turtles, a group of reptilian martial artists mocked by society. With an unquenchable appetite for pizza, the ability to shout street cred stang with absolutely no shame and full combat training they're a unique crime-fighting team.

When word reaches the turtles that a fighting tournament is being held, the half-shell heroes — eager to show they're not amphibians to be taken lightly,

stage their own contest to find their representative in the forthcoming championship.

But their private battle is interrupted by an arrow, note attached, which flies into the room. The message informs the foursome that their mentor, Splinter and reppier friend April O'Neil have been captured by the vicious

## Each has a range of special moves although the ultimate attack moves are more lun!

Kraai, who the turtles know little about. Two options face the turtles. They can either forget their scrappy sensel and the giggling April and fulfil their dreams and get lots of money by competing in this Channel 6 tournament or do the honourable thing and rescue the hapless duo. A tough choice — which do they do?

Select 'Story' to control either Leonardo, Raphael, Donatello or Michelangelo through a series of three round, one-on-one fights in an attempt to free your chums. The renowned evil entrepreneur Shredder has established his own crack crime unit the Elite Squad, and all of the mutants in this division must be freed including your own turtle mimic.

Tournament has you brawling for supersterdom on a major league television show fighting characters that, strangely enough, are also encountered in Story.

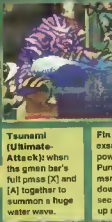


**Armagon**

**Armagon:** eight feet of mutant shark who likes nothing more than kicking turtle butt! The best tactic is to fight him from a distance with ariel attacks.



**Aqua Shock:** hold back for two seconds, push toward and [X] for this devastating fireball.



**Tsunami (Ultimate Attack):** when the green bar's full press [X] and [A] together to summon a huge water wave.



**Fin Slice:** To execute this powerful Dragon Punch-type manoeuvre hold down for two seconds, push up and [A].

# Turtles ent



**Aska**

**Aska:** the only female contender but don't let this fool you — she has some of the best attacks in the game. Her agility and speed makes her a great character for beginners.



**Spinning uppercut:** move the pad from forward to down and down/forward plus punch for this attack.



**Chrome Dome**

**Chrome Dome:** a 200lbs mechanical warrior, he has great range to his attacks and is a tough droid to beat!



**Bum Bash:** pushing [X] while standing close to the opponent results in this hilarious but deadly butt thrust attack. What a great move!

**Spin Attack:** move the pad from the down position to loward and press [A] for this spiral attack.



**Chrome Bomb (Ultimate Attack):** press [X] and [A] together when the green bar is full and he turns into a giant bomb ending opponents reeling.

**Chrome Spark:** move the pad from down to toward the enemy and press [X] for this excellent Fatal Fury-style projectile attack. Use it wisely or it's easily dodged.



**Electric piledriver:** push up then down quickly and press [Y] and [B] together — a shockingly powerful special move.



**Whirlwind Attack (Ultimate Attack):** pressing [X] and [A] together sends a huge whirlwind toward the opponent.

## 'Turbo with death moves?'



Oh, too late, too late! If only Konami had got their act together a little earlier and released this before *Turbo* came out, they'd certainly have a number one bestseller on their hands.

The moves are almost identical to the best-'em-up already out on SNES in execution and effect, sort of a cross between *Tuff E Nuff* and *Street Fighter II*. The controls are responsive enough, and action fast enough to carry it off. The sprites are superbly drawn and beautifully animated right down to the flickering shadow and wisps of smoke, everything about *Tournament Fighter* screams quality. The only thing stopping this dropping a anyone's jaw to floor level is we've all already seen *Street Fighter II Turbo*, where there are two more characters, the graphics have been polished to such a standard that they easily equal if not surpass TF's, and the moves upgraded through years of constant play and evaluation.

Even so, this part has a few arguments to actually elevate it above *Turbo*, like the Ultimate Attack moves — similar to the MK death moves but done so much better as you keep one eye on the meter, waiting for the second you're able to execute them.

Plus there's as much challenge here as in any best-'em-up anywhere, again similar to *SFII* but with different strategies making this a whole new ball game.

There's the argument that this is a blatant plagiarism from previous games, but it's so good you have to give it the benefit of the doubt — if just for the originality of the new fighters. Tension, anticipation, lightning-fast combos, spectacular moves — *TNT Tournament Fighters* has got the lot. It's a crying shame for Konami that *Turbo* got there first.

**91%**



It's turtle vs. turtle and Mike gets the upper hand as his powerful sweep takes his opponent off his feet.



Mike uses his excellent jumping attack to counter Raph's potentially deadly cartwheel move.



► If two turtle fans want to fight each other there's *Va. Battle* in which any two of ten mutants are picked for a one-on-one fight to the last. These ten characters appear in both *Tournament* and *Story*, though *Va.* doesn't feature the rabid Rat King and the elusive Kara.

## Teenage kicks

Each combatant possesses special moves along with the standard normal/fierce kick and punch functions. Special moves are triggered via joystick button combinations, though special moves aren't as entertaining as the Ultimate Attack Move. During *Tournament* and *Va. Battle* each person has two gauges. The first is the regular damage indicator, depleting with each hit, and the second is the power up bar for the Ultimate Attack. This bar increases as you hit your opponent. When it's full, the Ultimate Attack can be used which usually finishes off the opposition once and for all. The beauty of this move is that it's a great way for deterring cowardly gamblers who block all the time — even if an aggressor's attack is defended their Ultimate gauge goes up, therefore the enemy has to stop blocking and fight or feel the effects of an immense finishing move.

## Turtle-necks

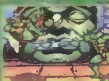
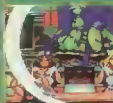
The ten characters in *Va. Battle* are a weird bunch to say the least. Each of the four turtles can be selected along with the Elite Squad. There's Wingnut, an alien bat hybrid with a wicked Sonio Boom-esque finisher. Don't be deceived by Akira's looks — she's a female ninja with a deadly curvaceous body. War is a huge, barbaric monster from the underworld, and Armaggon is a fishy character who's far from wet. Finally there's Chrome Dome, Shredder's robotic friend, and Shredder himself who, in this instance, is referred to as Cyber-Shredder.

Fights are the best of three rounds and there are several game-altering configurations. There's a handicap option, difficulty levels, a variable time limit or a game-speed choice, ranging from normal- to high-speed settings. And if you've never been one for a bit of rough and tumble there's the cowardly Watch option — sit back and view a computer-controlled fist-fest instead.

Whether you prefer to save your friends or fight for the honour of top turtle, *Tournament Fighters* has even the most ardent of pacifists begging for a game. Nick your mum's green eyeshadow, pull this head off a broom for a pugil stick and tie a hankie around your eyes (don't forget the eyeholes) — the battle of the century is on...



Leo



**Mad Spectre:** press [X] and [A] together and Leo fires sonic waves, beating opponents to the floor.



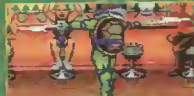
Mike

**Leonardo:** the leader of the turtles and an good all-round fighter. His sharp roto cutter is particularly deadly!



**Shining Cutter:** move the down position toward the enemy and press [X].

**Endless Screw:** move the joystick down, down and back, back and press [X].

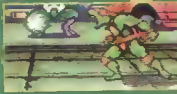


**Roto Cutter:** move the pad toward, down to down/forward together with [X].



**Dynamite Bomber:** hold back for two secs and push forward and [X].

**Mike:** he's the cool one, and a pretty good all round fighter — his Dragon Breath is a great defence but makes him a bit of a flop with April.



**Rising Thunder:** hold down for two secs, push [UP] and [X] for this Dragon Punch.



Don

**Donatello:** one of the best characters for beginners to take because his powerful range of special moves and attacks are simple but effective.

**Headspin:** move the pad down, down/back and back and press [A].



**Dragon Wave (Ultimate Attack):** press [X] and [A] for a Dragon Split.



**Be Thrust:** repeatedly press [X] and Don thrusts his Bo mady at the enemy.



**Ground Claw:** move from down to down/forward to forward and press [X].



**Dance of Fury (Ultimate Attack):** hold down [X] and [A] when the green bar is full.



Chrome Dome prepares to hit Mike's with a chrome spark but the turtle's ready and replies with a counter attack.

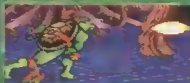


**Raph**

**Raphael:** the loner of the turtles, he prefers to meditate rather than party. This dedication and attitude makes him a great fighter.



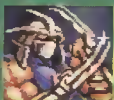
**Power Drill:** hold back for two seconds, push toward and [X] and Raph ties toward the enemy in a deadly drill.



**Jamboraz:** move the pad in a quarter-circle toward the enemy and press [X] for this powerful projectile attack.



**Cheat Busta:** hold back for two seconds, push toward and [A] for this quick and deadly move.



**Shredder**

**Cyber Shredder:** the arch enemy of the turtles and all-around bad guy — Shredder has loads of moves.



**Energy Spray (Ultimate Attack):** when the green bar is full press [X] and [A] together for a barrage of energy balls.



**Aura Crush:** hold back for two seconds, push toward and [X] for an uppercut.



**Knee Crush:** hold back for two seconds, press toward and [A] for this jumping knee.



**Lightning Crusher (Ultimate Attack):** push [X] and [A] together.



**Aura Shield:** [Y] and [B] at the same time for a defensive barrier to rebound attacks.



The final showdown is between Mike and Karai — the Channel Six helicopter flies along filming during the fight.



Aska is in her own country and on the defensive as one of the 'famous four' attacks her for all he's worth.



**War**

**War:** eighth test of mutant muscle and his only goal is to bring pain and destruction to all the competitors. Don't let his appearance put you off, he's a bit of a coddle really.



**War Dynamic (Ultimate Attack):** when the bar is full press [X] and [A] together.



**War Dynamic (Ultimate Attack):** when the bar is full press [X] and [A] together.



In this bonus level the object is to destroy every safe before the timer runs out — sound familiar?



**Turning Uppercut:** back for two seconds, push toward and [X] for this devastating Balrog-style punch.



## 'Turtle power!'



They're back! Just when I thought I'd seen the last of those terribly un-hip turtles, they return! Much as I hate the 'heroes in a half shell', *T.M.N.T. Tournament Fighters* is one excellent game.

The graphics are a joy to watch, the large and well-drawn sprites are great and the backgrounds are equally amazing, each having its own style. Animation is also very good, particularly when you knock out the speed of play. Add the amazing out screens between each bout in Tournament or Story mode and you've got a visually

excellent game. Sound is equally as impressive, with a variety of tunes accompanying each background and excellent spot effects that really help to bring atmosphere to the action. The thing which stands out most is the huge amount of options and game set-ups. There are various one-player games and an excellent two-player battle, plus variable

difficulty levels. *T.M.N.T. Tournament Fighters* is a real gem.

*Tournament Fighters* isn't perfect. One thing I found frustrating is the computer opponent's lack of consistency or tactics. In one round you can have a really close fight decided by one kick, then on the next round the computer kicks the crap out of you before you can say 'Fight!'

Don't let this tiny problem put you off what is — excluding the *Street Fighter II* games — the best beat 'em up on the SNES. It has great Neo Geo-style graphics, pounding sound effects and is a great fun to play. Just think, you get a chance to beat up those repellent turtles — In my book, that's worth £40 alone!

91%



Mike uses his dynamite bomber move to catch Cyber Shredder flat footed. Can he follow it up in time?



The two remaining turtles battle it out from the right to fight the next challenger. Mike shows us it does up to twenty-five percent damage!



Wingnut

Wingnut: this beast is one weird mutant but at 6 feet and 300lbs who's gonna tell him? He's tough to control though.



Hovering: more of a move than an attack. Push left or right and [Y] and [B] during a jump.



Moonbaster: In mid-air, press down to toward the enemy and hold [X].

Dive Bomb: while in mid air press [X] and Wingnut dive bombs his opponent.



Millennium Wave (Ultimate Attack): when the bar is full, go to the pub down the road, or press [X] and [A] for this move.

## Final analysis



*Street Fighter's* little brother. A superb fighting game that is actually tough. I love it.



First to play and all we become mean you'll be playing for ages, one of the best beat-'em-up's on the scene!

Excellent. A lasting challenge and a must for beat-'em-up fans and Turtles addicts alike.

## Final day score

Simon

Level 5

FINISHED

### SUPER LEAGUE

2. STREET FIGHTER II

3. TOURNAMENT FIGHTERS

4. MORTAL KOMBAT

DEATH RAMPAGE

This was another decision that went to a close vote. *Tournament Fighters* sadly lost out to *SFII* but beats *MK* in challenge and playability.

## Sound

82

The same painful thracks and grunts of supreme effort we've come to expect from Konami.

## Graphics

90

Flawless animation on pixel-perfect sprites leaping over gorgeous parallax backdrops.

## Playability

89

Nothing new, but it's been charged enough to make you re-learn combos with these new moves.

## Lastability

83

Tough to master when you've got honed *SFII* instincts, and even then it's not as easy as *Turbo*.

## Force factor

90

A tough, slick beat-'em-up. It's just a shame its release is in the shadow of *SFII*. Well worth a buy.

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## Arcade

Producer: Storm  
 Supplier: Storm  
 Price: £64.99  
 Status: Official UK release

Players: 2 (simultaneous)  
 Lives: 3  
 Continues: 2  
 Extras: None

## What the makers say...

An original concept incorporating a multitude of gamestyles. If you don't put this on your Christmas list you're as crazy as Jobe!  
**Storm**

## Controls

	Fire
	Jump/missiles
	Cont. jump/missiles
	Charge fire
<b>L</b>	Charge fire
<b>R</b>	Charge fire

## First impression

The VR sections look great, the 'real life' sections are a bit weak.

That VR is corking! Hang on, who put Lethal Weapon into the platform bits?

Where did this C64 game come from? Hang on a sec - the VR is brilliant!

## First day score

Simon Level 3

19/45/76

# The Lawnmower Man

Don't you just wish you could get away from it all? To enter a world free of problems? If you think alternative worlds are harmless, think again...

**Recommended**

**V**irtual Reality has already swept the nation and amazed all who've clamped on a hi-tech helmet. The revolutionary new software system creates virtual worlds, computer generated images which the player interacts with. Although the latest VR craze is combat arcade games the system is used for projects deemed more serious. Medical practitioners have benefited from VR along

Spending all of his time in the Virtual Reality world, Jobe intends to escape via the telephone lines and seep into all communication networks.

with rookie pilots using it for flight training. But could the technology prove lethal in the wrong hands? Well horror of horrors! It already has.

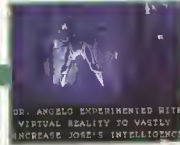
Dr Lawrence Angelo is a scientist — a good one



Once used to the dizzying momentum, the aim of this VR section is gliding past the pillars and under the bridges.



JOBE WAS A BIRPLETON  
 EVERYBODY CALLED HIM  
 THE LAWNMOWER MAN



DR. ANGELO EXPERIMENTED WITH  
 VIRTUAL REALITY TO VASTLY  
 INCREASE JOBE'S INTELLIGENCE



THE RESEARCH WAS FUNDED  
 BY THE SHOP. THEIR INTEREST  
 IN ITS POTENTIAL MILITARY



In the Real World sections explore every nook and blast every cranny — a shiny collection of CDs could have gone unsewn!

Progressing from a box of meccano and a set of simple experiments from an Argos catalogue, Lawrence worked on virtual reality projects funded by government organisation The

Shop. The government group isn't interested in VR being used for entertainment or to help medical practices but are testing the possibilities of its strategic importance

— its importance in war

Lawrence's research led to developing the mind of a chimpanzee to the point where the apes could play games and solve complicated puzzles. Then, The Shop took the chimp away and developed its mind further so it could fight in the battlefield where normal soldiers couldn't

## Your ass is grass...

Dr Angelo's latest project involves Jobe: an adult with the mind of a child. After a period of time, the Virtual Reality experiments improve Jobe's brain activity by 400%, at which point The Shop takes an interest and before long Jobe is transformed into a military machine.

But now, even the government cannot stop Jobe's intelligence from expanding and this unfolds into a serious threat to all mankind. Spending all of his time in the Virtual Reality world, Jobe intends to escape via the telephone lines and seep into all communication networks and ultimately take over every computer world-wide.

Dr Angelo feels responsible, for he introduced the seemingly harmless garden assistant (hence



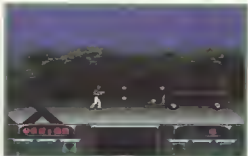
# wer Man



A confrontation with Jobe. Shoot him and fly into the distant hexagons — when all the shapes are hit, Jobe's history.

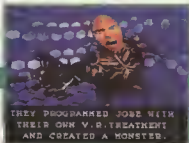


In the mind-blowing Cyberspace tunnels, shoot the cluster patterns before they inflict virtual pain.

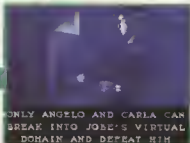


Above: swimming pool markers in Cyberspace? If you stray out of the lines you lose vital energy.

Left: a perfect answer for highway congestion. If you drive a van you get shot! Better buy that pay-and-display ticket next time, pal.



THEY PROGRAMMED JOBE WITH THEIR OWN V.R. TREATMENT AND CREATED A MONSTER.



ONLY ANGELO AND CARLA CAN BREAK INTO JOBE'S VIRTUAL DOMAIN AND DEFEAT HIM

## 'The choice of a new generation'



Chris

*Microcosm* offers represents a watershed in the evolution of a genre, and the first step toward home VR on our beloved console. Watching the demo, you'd be forgiven for thinking this was a game. All the hallmarks are there — the lavish intro sequence peopled with dazzling digitized movie stars, the stunning Enigma-style music, the mind-bendingly beautiful and oh so fast VR levels. The combination of these factors is an incredible sensory voyage.

Recovery is a long and arduous process — it's as if you've actually been in the movie.

Granted, it's easy for critics to find weaknesses in the game. Many CD games around the moment (*Microcosm* springs to mind) fall into the trap of first class presentation

but second class gameplay. *Microcosm* is no exception. It's a beautiful game, but its variety of gamestyles help keep the player hooked.

Okay, the platform shoot-'em-up levels of the real worlds are weak (you can certainly see where all the memory went!) but the sheer impressiveness of the nice virtual worlds more than make up for this. Sure they're not exactly the most original of sub games but the graphic style is so new — and they're playable! — you've got to be impressed.

Cynics may criticize this but those with imagination and vision will see this as heralding a new era of home VR interactive games. For refusing the temptation to rush a 'safe' movie clone and instead take a risk, I salute all at Storm. Well done!

85%



Take that! Pixel blasting in Legoland 2000 — the only way through is to exterminate the pop up threats.

## GRASS CUTTINGS

*TLM* is full of class when danger is approaching. Look for these icons on the platform levels.



**Yin Yang:** nearby gun power-ups light up this icon.



**Skull:** indicates imminent danger — move it!



**Exclamation mark:** early warning hazard system for our hero.



**Arrow:** Shows the direction that should be taken.



**Cyberzone:** a VR level portal's about when this flashes.



**Eye:** all is not as it seems. Blast scenery for a few surprises.

► the name *Lawnmower Man* to VR in the first place. With his close friend Carlo, Lawrence decides to break into the VSI Complex (home of The Shop) penetrate the system and stop Jobe and his generated world.

The game begins at Dr Angelo's house with the brave duo heading right, negotiating platforms, moving vehicles and shooting obstacles like cyber guards and even cyber chimpanzees. Cyber suits are collected to reduce the impact of enemy fire and CDs can be picked up for points (would you turn down a free music collection?).

### ... and he's the lawnmower.

The platform stages take place in the real world but at the end of each portal to the Virtual Reality world have to be completed for Lawrence and Carla to continue. During the VR sections the viewpoint changes to a first-person perspective and range from simplistic flying exercises in the VR landscape to demanding battles with cyber chimps.

Later levels are devoted to conflicts in the cyber-scape, one notable stage being the cyber tube. Here the player is catapulted through the bowels of the system at a screaming pace, with pylons, electricity rings and a ruthless causeway to avoid. Ticky manoeuvres and precise timing is the only way to escape alive. Two can play simultaneously on the platform levels and even in some of the visually stunning shoot-'em-up sections. One of the most impressive is level five's virtual race where Dr Angelo and Carlo each ride a fast car or motorcycle. The Shop security guards drive behind trying their utmost to barge them both off the highway. To help the underdogs are collectable missiles providing a neat explosive add-on to the vehicles.

The final confrontation is with Jobe, or is it? The further you progress the more aware you become of the nemo the Dooplayer. Could he be responsible for the VR nightmares or is he just a twist to give this review an element of suspense...?



Is it just us or does that look like a narrowing gap? You have two options, and screaming isn't one of them. Either get through the gap quickly or get through the gap quickly — make your choice.



Above: Though computer graphics are accurate, they're no match for a good old-fashioned rifle.  
Left: Return of the mathematical shapes in the hostile Cyber Run. It's a chameleon's worst nightmare.



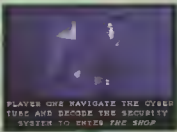
In this real world level Carla blasts the oncoming vehicle. It takes a long time to destroy but rewards the player with bonuses when it blows up!

## THE REAL DEAL

Five different VR styles feature in *Lawnmower Man*. From the very start you're catapulted into conditions which redefine the term frenzied.



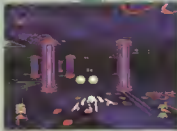
PLAYER ONE ENTERING THE CYBER RUN



PLAYER ONE NAVIGATE THE CYBER TUBE AND DECODE THE SECURITY SYSTEM TO ENTER THE SHOP



REPEAT JOB IN CYBERSPACE TO PREVENT HIM ESCAPING INTO THE GLOBAL NETWORK





Why, it's Annika Rice back in her traditional role as intrepid treasure hunter. The helicopter is used to span a fallen bridge.



Everything's fine until a monstrous bridge looms. One hit and it's all over for Lawrence.



In this VR section dodge the obstacles then blast the enemies.

## 'Wot no FX chip?'



NEAL ADAMS

I'm permanently stuck in Virtual Reality. The game I'm playing isn't... but it could do with a bit more excitement. I play the role of the games reviewer in a warped office. Together with a strange looking humans I write down my opinion on current...

Level Two has me on my way home, which is a bit tedious. I'm unable to afford a car stereo so I have to put up with play... at overtaken by other vehicles'. Level Three is when I arrive home... is a strange mixture of events but oh so very real. Then for some... start back on Level One having to repeat the entire game. I'll get... unchoked off my head one day.

Still, if it's simulating the latest techno fad *The Lawnmower Man* has a long way to go... emulating the system of that used in the movie — but it has a damn good try.

The graphics during the platform stages have their own diverse uniqueness — kind... symmetrical and very neat — a change from the over-coloured cute clutter of late.

The VR levels is where the game comes into it a different perspective. Bmath-taking!... but you'd be forgiven for thinking this included a *Starving* special FX chip. But it doesn't... and it doesn't need one! During the Cyber tube and Cyber run levels, the screen flows s... smooth as milk with perfect momentum. Incredibly fast and teeming with psychedelic obstacles.

It's unusual for a game of contrasting styles make it big but those in *Lawnmower* are... good enough to be released as individual products. A solid two-player... platformer, frantic slide-on racer and a remarkable into-the-screen blaster.

It's not VR but it is VG.

88%



PLAYER ONE ENTERING  
CYBERHAR ZONE ONE



ENTER CYBERSPACE TO DEFEAT  
THE DOOMPLAYED



## Final analysis



An above average game and the first of a new type of VR... game. Can't wait for *Lawnmower Man 2!*



The VR simulation is damned impressive, but the platform levels are hardly wonderful. A valiant effort.



Despite the nasty Real World sections, the virtual stages are excellent. Make sure you see this game.

## Final day score

Simon

Level 5

232675

### SUPER LEAGUE

4. Super Pang

5. The Lawnmower Man

6. Joe & Mac 2

Atounding as the VR sections are, TLM can't compete with classics like *Sunset Riders*, though it enters at a respectable five.

## Sound 89

Moody melodies and scintillating synth stabs blend brilliantly together for a top bunch of effects.

## Graphics 85

The platform levels are a mix of old and fresh ideas and the Cyber zones are quite bewildering.

## Playability 80

You'll play for ages purely out of intrigue. Unfortunately it gets tough very quickly.

## Lastability 79

A real challenge for seasoned players who'll appreciate the later, better levels.

## Force factor

Graphically fresh with some new ideas and though it's hard two players will be struck down in awe.

85





# Merlin

## MERLIN'S MEANIES

Throughout his adventure Merlin is chased by a barrage of enemies. Watch out for this lot...



The first boss Merlin faces is this giant pig. Stun him with the magic powder then blast.



Small goblins can only be killed with the bubbles.

Viking-like demons are in the kingdom's old mine network. They throw axes so take care.



Bushrooms are found all over Rainbow World. Kill 'em quickly!

This large skeleton is one of the bigger enemies, and takes a barrage of shots to kill.



These mutant bushes are found lurking in the maze.



The hammerhead shark inhabits the underwater section and can't be killed. Keep well away!



Although scary, the catfish simply leaves YM dizzy for a few seconds.



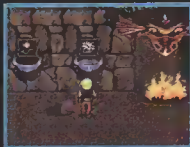
The dogfish is found wherever there are catfish.



Found underwater, this beauty soon turns nasty.



Avoid the red ants. They take lots of energy off you.



This is the entrance to the goblin castle. Find a way of putting out that fire if you want to get in!



Success! He's found the wheel needed to fix the mine cart. All he's got to do now is find this cart...

## 'The colour of magic'



There used to be an American series called *Mr. Merlin*. It was about this eccentric Grandad who taught this kid (Zak if my memory recalls) a few magic tricks and there was always a traditional imposing moral at the end. Mr. Merlin was played by that bloke famed for being old. In *Our House* he was old. In *Cocoon* he was really old. But fortunately, this Merlin is — young! No more dodgy camera tricks or worries that the leading star may fall dead!

Instead this is a lavish RPG with crisp graphics similar to that from CDI. But its powerful graphical presence is not only what Young Merlin has up its sleeve. Personally, I was impressed by the humour. Barbling speech, the actions the small pig creatures carry out and Merlin's girlfriend's father — a protective peer and a hell!

Due to the vastness of the land trudging around can get a bit tedious especially when so many connected puzzles branch so far apart. You collect something from the mine, head to the waterfall to learn you have to go back into the mine and so on. The gameplay leads you by the hand in a sense but unhelpfully deserts you at times with little information and a daunting landscape. The 'Mammoth' interval sheds light on such perplexities but mistakes wandering is far too frequent. However this quirk goes unnoticed after a few explorations — you become so involved with the land lore everything else is plain trivial with the Merlin tasks being of utmost importance. What do you mean my house is burning down? Oh never mind that, let's just kill that dragon. See what I mean?

92%



These are magic flowers. As each one grows, Young Merlin gains a vital weapon.



When he's underwater, the only way to replenish his air supply is kissing a passing mermaid.



► The gameplay is similar in style to the legendary *Legend of Zelda* though the graphics are bigger and brighter and the gameplay a lot faster.

The game's early stages are linear, meaning initial tasks such as finding gems and throwing them in the pool need to be completed in order. Should you be stuck for ideas, a thought bubble appears above Merlin's head with a clue. These early scenes act as a tutorial giving a chance to get to grips with the game style before plunging headlong into the heavy-duty quests.

## Level best

Both weapons and collectables are found around the levels. These can be selected via an inventory screen or by cycling through them on screen with the [L] and [R] levers. Collectables such as magic dust for stunning enemies and fleas, which can be filled with life-replenishing waters, are activated using [Y]. When attacked, pressing [B] fires the selected weapon. The further you get in the game the stronger the weapon available — in the beginning you've got the only the bog-standard blaster for protection but later there are such delights as lightning bolts and freezing spells to look forward to.

The overall aim is to find the seven gems needed to fill the rainbow pool. The search for these brings about a number of mini-quests which, in turn, may reveal the whereabouts of gems. Again, these start off relatively easy but quickly get tougher.

In the woods you're challenged to rescue a dove/a kidnapped reflection by overcoming a gang of mini goblins. From then on you're called upon to perform all kinds of tasks including finding a wheel in order to make a skateboard, hunting down a goldfish for the babbling wizard and scouring the undergrowth for flowers — sounds weird and believe us, it is!

## Have a heart

Along the way there are plenty of enemies to overcome. The smaller ones can often be killed with a couple of blasts but the tougher bosses need a special weapon or combination of magic items and weapon to see them off. Although a tough task, there's a good incentive for taking on the countless baddies — heartal! Life span is measured via a number of filled hearts. Empty hearts are found cunningly stowed throughout levels and are filled either by drinking magic water or the traditional enemy killing. Combat is not a crucial part of the game though and for the most part can easily be avoided.

Rather than a stalk-and-slash type adventure, the emphasis in *Young Merlin* is clearly on puzzle solving. Beside the various mini quests, there are a variety of *Zelda*-Goth Troop-style block-rearranging mysteries to ponder over. Manoeuvring a number of blocks onto pressure pads invariably springs a trap door, leading to further tests of brain and brawn. Gameplay becomes less linear as it progresses, though passwords are given after every major stage. And you're going to need all the help you can get because although the emphasis is clearly on fun it's definitely not a task to be taken lightly. So, if this world's getting you down, why not take a journey into a land of moekian pigs, mutant spiders and giant fire-breathing dragons? We can't guarantee your safety but if you like games as much as we do, you'll definitely have a great time...



Young Merlin places the rock on the conveyor belt and waits for the machine to do its thing — will it be good or bad?

# AN ICON FOR EVERY OCCASION

When Young Merlin begins his adventure he's completely unarmed, though during the course of his quest he picks up many items. Here's a complete inventory...



**Magic Dust:** stuns enemies, making them easier to kill.  
**Balloon:** used to inflate Merlin so he can reach high ledges.  
**Silver Star:** faster and more powerful than the gold stars.  
**Magic Bottle:** fill with magic water and save for later use.  
**Bubble:** use underwater to allow YM to breathe.  
**Bubble Blower:** ideal for getting rid of a group of goblins.



**Comb:** invaluable in Rainbow World. It makes hostile enemies love him.  
**Magic Warts:** if lost, this takes YM back to the last rest point.  
**Magic Flowers:** plant these by a magic tree stump for a useful item.  
**Gold Stars:** first powerful YM gets. Powerful although slow.  
**Lamp:** collect this before entering the mine. Without it, YM's in the dark!  
**Lightning:** Merlin: the most powerful magic spell.



**Fire Torch:** a slow but powerful weapon killing most enemies.  
**Magical Mirror:** gives a mirror image fooling out enemies.  
**Rainbow gems:** throw into the pond for a lovely surprise.  
**Eggs Timer:** stops time and freezes enemies for a short period.  
**Freeze Magic:** Useful for beating guardians such as the spider.  
**Spring:** use to jump large gaps. Crucial later in the game.



Above: this huge red dragon blocks the path in the Rainbow world. Killing him is simple — when you know how!



Right: Young Merlin gets instructions from the fairy. In return for a small favour he receives an extra heart!



This huge spider is one of the tougher bosses in the game and killing him requires skilful use of two special weapons — the mirror and the freeze magic.



In this animation sequence, the goblin challenges Merlin to cross his territorial line.



Alrgh! The huge maze is a daunting challenge — keep an eye out for secret passages!

## 'A magical experience'



Westwood Associates have finally bought their programming excellence to the NES and I'm damned glad. An Amiga owner in a past life, I had the pleasure of playing two other Westwood games — the *Eye of the Beholder* series — and enjoyed both. This outing lives up to their Amiga reputation.

Graphically, *Young Merlin* is amazing, the excellently-drawn characters move around the playing area with unbelievable fluidity. One thing you can't help noticing is the vibrant and extensive use of colour which is of a quality rarely seen even in NES games. It features some of the best shading effects and colour schemes you'll ever lay eyes on — it looks as if it should be on a PC! Sound is equally cool, with amazing spot effects — the giggling of the little demons is particularly good. The accompanying musical scores are also great and add to the 'laid back' atmosphere.

So why, you may ask, isn't *Young Merlin* a 99% game? The problem is difficulty. Because the game is so visually amazing and playable, you just don't want to stop, and because it's a relatively small game all to soon you're fighting the end-of-game boss and you've clocked it within a week at the most. The other small problem is the control method which seems a bit fiddly in the heat of battle. Despite this, *Young Merlin* is excellent, particularly suitable for the younger NES owner. It's one of the best games I've played this month — get it today, you won't be disappointed!

91%



After a chat with Merlin the younger version now knows his next task — find a goldfish. Strange man...



The queen fairy pops up at crucial stages of *Young Merlin's* quest giving him an extremely useful password.



The Rainbow World is full of dangers, none more frightening than the man-eating plants — steer clear!



The gateway to the Rainbow World is finally open. *Young Merlin* can now embark on the final stage of his quest.

## Final analysis



The sprites are full of character and the humour dismisses the boring myth of most RPG's.



A cracker! Chock full of groovy puzzles and sexy mermaids, YM is corking.



Beats Zelda with a big stick, the puzzles and graphics are similar but this is less sickly.

## Final day score

Simon

Completed

FINISHED



In one of the toughest categories, YM earns a respectable top five place. Unfortunately, limited testability prevents a higher placing.

## Sound 93

Clear, crisp samples have you in stitches and the tranquil music is not in the least bit irritating.

## Graphics 91

Colours to draw out Joseph's coat. The sprites and landscapes are full of detail.

## Playability 90

No one can resist a nose around new grounds and *Young Merlin* has you rooting about for hours.

## Lastability 92

With tricky puzzles and a new surprise around each corner it's certainly a brain teaser.

## Force factor

RPG's are how and far between and when one as good as this arrives the lengthy wait is insignificant.

92



## Platform

Producer.....Capcom  
Supplier.....Nintendo

Price.....£49.99  
Status.....Official UK Release

Players.....1  
Lives.....3  
Continues.....3  
Extras.....Password System

## What the makers say...

Jump onto your own Magic Carpet and fly into the Wonderful World of mesmerising action and fantasy!

■ Capcom.

## Controls

	Run
	Jump
	Nothing
	Throw Apple
<b>L</b>	Nothing
<b>R</b>	Glide

## First impression

	Groovacious! Gorgeous graphics and it's so easy to pick up!
	Graphics look less authentic-cartoony than the MD game, but still cool.
	Looks absolutely great, I just hope it plays as good as it looks!

## First day score

Simon.....Completed

**FINISHED**

# Aladdi

## Capcom's MegaDrive sensation finally bursts onto the SNES — how will everyone's favourite Christmas panto fare?

Everyone knows who Aladdin is, if not from the hyped "biggest selling-ever" Disney film then from decades of greasapant-smearing minor celebrities dressing up as the opposite sex and reenacting his story in pantomime each yuletide. Still, you'll need a reminder if only of the names, for this is the official Disney, Widow Twankey-less version.

Aladdin ekes out a meagre existence on the streets of Agrabah, living in back alleys with his constant companion,

## The willful wail has learnt how to use shop awnings as trampolines, and when jumping grabs onto anything solid.

loyal Abu the monkey. They steal what they can from the marketplace, concerned only with surviving until tomorrow. Elsewhere in the city, wealthy but greedy noodelman Jafar is obsessed with furthering his personal fortune and increasing his power by uncovering the fabled magic lamp which is said to rest in the hidden Cave of Wonders. After searching long and hard, he found the two halves of the golden scarab and took them to the exact spot in the desert where the cave was said to be. A Nile was performed and the cavernmouth rose from the sand, a giant tiger's head, and proceeded to swallow Jafar's companion whole as a warning that 'only one who is worthy may enter. One whose rags hide a heart of gold. A diamond in the rough.'

And so Jafar makes finding this diamond his new quest, spurred on by greed.



Aladdin escapes the palace guards by using a washing line and rug as a death slide.

Struggling to survive on the streets has taught Aladdin many tricks, the fragrant dashes for safety from city guards or merchants have made him fast and agile. His main method of defence is to lob collectable apples at an enemy which stun them so he can jump on their heads, knocking them to the ground. No violence here, this is Disney and Nintendo, remember.

## A lad in trouble

The willful wail has also learnt how to use shop awnings as trampolines, and when jumping grabs onto anything solid (stalactites, platforms, wooden posts) nearby and swings off it, *Prince Of Persia*-style. Health is displayed as a meter of hearts, beginning with four, in the top left of the screen, next to lives or 'chances left'. Each level is a graphic delight requiring you to hop platforms and slun enemies to reach the exit, collecting as many Emeralds as possible on the way. Emeralds work as life bonuses when you collect 100 and earn

a 1Up. Abu is constantly present, scuttling around after the main sprite like a gnat, mini Teils and occasionally helping out by pointing the way at confusing junctions.

The magic carpet collectable enables our urchin hero to glide when airborne by holding the [R] button. Other useful icons

are usually instantly visible, but some are discovered by knocking over clay jars or bouncing on treasure chests to open the lid. Ammunition apples are acquired this way, as is bread for one health heart, roast chicken for full energy, beads for extra health points and magic lamps for extra lives.

## Jafar? No thanks, I just ate.

The first level is the city marketplace, where Aladdin and Abu must dodge luscious merchandise and palace guards, steal their dolly bread and escape past the wooden arrow exit marker. Between this siege and the next, after the swordsmen guardian, the velvet vognant balmado's a girl called Jasmine. She then gets conned by Jafar and winds up in



In the pyramid Aladdin is desperately searching for Abu — the waterfall of sand sure makes things tough!

# n



The way forward for Aladdin seems blocked and time is running out — the rope looks useful though!



Jumping onto the rope activates a counter balance and raises the stone block, the way is finally clear.

## ARABIAN KNIGHTS

The streets of Agrabah are filled with nasty characters. Watch out for this evil bunch...



**Archer:** very dangerous because he fires arrows at you. The best tactic is to duck under them



**Sand Bat:** found in the pyramid these appear in droves



**Flying Pot:** this strange creature causes problems and should be killed right away



**Guard:** the hefty palace guard stops at nothing to stop Aladdin's adventure.



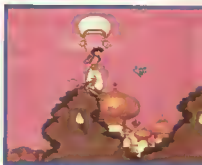
**Snake in pots:** tricky to avoid because they're constantly moving.



**Sword Fighters:** throws a volley of swords which are very tough to avoid.



Aladdin is now inside the magical lamp and searching for his way out — be careful, it's a long way down!



The rug is excellent for collecting those hard-to-reach gems, be careful though.

## Great looking, why so easy?



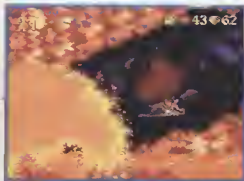
After the excellent Sega Drive version of *Aladdin* hopes were running high that Capcom could deliver an equally good *snes* version. Unfortunately, Capcom have made exactly the same mistake Sega did — looks amazing but it's far too easy to complete.

The first thing you notice is the animation and how good it is. *Aladdin* runs and jumps around the scenery with amazing fluidity, there are superb *Prince of Persia*-style sequences where Aladdin pulls himself onto a higher platform. Backgrounds all make great use of the *snes* colour palette and shading abilities, and parallax scrolling is used on most levels to give them a true feeling of depth. Sound is excellent with a number of Disney songs included, as well as the great echo effect in the Cave of Wonders section. Other spot effects aren't quite so good but do their job and don't let the overall standard slip.

*Aladdin* has one huge problem — the difficulty level. It's one of the easiest *snes* games I've ever played. Most people in the office completed it within a few hours, including some who, by their own admission, aren't too good at platformers.

This type of game is extremely frustrating to review because graphically and sonically it deserves a high percentage but the stupidly easy difficulty level means that it struggles to get above 65%. Lovers of the *Aladdin* cartoon may get something out of the game simply because of the high-quality graphics, but if you're looking for a challenging platformer than I have to advise you to look elsewhere.

**78%**



Above: Aladdin and Abu ride the magic carpet out of the Caves of Wonders, watch out for the wave of gold.



Left: swinging on these bars allows Aladdin to kill enemies and reach higher platforms.

## BREAK TIME!



The bonus stage is excellent for gaining extra lives, or even credits. Only thing is, there's no skill involved.



Hang on All The fire rises and Aladdin is still hanging around. Get moving!

► the Cave of Wonders for level two, where firepits and wicked spikes precede deadly cliffs and a white-weler log ride on the way to the lamp.

They succeed, and the angered cave does all it can to stop the pained pair as they flee for their lives over level three and its magic carpet ride. After accidentally discovering the genie, Aladdin is invited into an enchanted world inside the lamp for 'level four'. Leaping around the clouds and engraved platforms he must avoid the disappearing ledges and beat the Genie's deadly magic.

The bewildered boy finds himself the victim of Abu's curiosity when lost on level five in the desert, and makes for the shelter of a pyramid. Here he has to rescue Abu by luring the pet before the bloodthirsty grave robbers do, jumping through a fast-flooding avalanche of sand. Jafar's palace is the location for the final stage, the aim being to save Princess Jasmine from a terrible fate and all live happily ever after. In your way is the evil dictator himself, armed with magic cape and staff, and then again as a malicious egg-vomiting serpent, master of fire.

What with demons, magic and wicked old men, not to mention dose problems and the cold weather, life on the streets is tougher than we thought. Pull on those wrinkle-pickers, pack your sun-tan lotion and get ready for the adventure of all times.



Aladdin demonstrates some of the excellent animation used in the game — nice vault Ali! Ever thought of a career as a gymnast?

## JUICY JAFARS

No platformer is complete without bonus items and Aladdin has plenty...



**Lamp:** this icon gives Aladdin another life — very useful but scarce. **Apple:** found in the streets, these can be thrown to stun certain enemies. **Bread:** restores one heart of Ali's life meter, usually found in chests. **Chicken:** restores Aladdin's entire life meter — few and far between though. **Magic Brooch:** collect this and Ali's transported to the end-of-level bonus. **Yellow Gem:** collect 100 of these and receive an extra life. **Vase:** usually have apples or bread in, so every one should be checked. **Chest:** open these treasure chests for a valuable mystery bonus. **Red Gem:** very mysterious — they affect the games ending... **Rug:** allows Aladdin to float, making collecting gems much easier.



## Final analysis



A brilliant, bright and bold platformer, just too damned easy — needs alot more levels!



Looks great, plays great, then you finish it in a day and the £50 price, it grates. It's too easy.



Great fun — you play for a while... and then finish it! Needs a stronger challenge.

## Final day score

Simon

Still completed

**F I N I S H E D**

SUPER LEAGUE



While it's great fun and a treat to watch, Aladdin just can't compete with the cream of the platform crop. Bummer.

## Sound

**80**

Ferky tunes fitted direct from the film, very Disney, not very Arabian, but damn good.

## Graphics

**92**

Shaded as opposed to Disney-esque, lively sprites and near-flawless animation caress your retinas.

## Playability

**84**

Fun and easy to pick up, let down only by lack of variety and sluggish responses.

## Lastability

**50**

Everyone who played it reached advanced levels on their first go, and it's as trouble to finish.

## Force factor

Potentially crackier platformer, what a shame they couldn't have put some decent challenge in there.

**75**

## Arabian Light (weight)



Life must be tough for Capcom, after the phenomenon of Street Fighter II and subsequent rise in status from Software House to neo-religious organisation, everyone's expectations for each new game are rather high.

They got away with the inspired but short *Goof Troop* by making it clear that it was aimed at younger players, but I don't feel so forgiving about this. No wonder they wouldn't send out any review copies. *Aladdin* is very easy to suss within minutes. It's all very

professionally done, well up to Capcom's usual standard in graphics and sound requirements, but I was most annoyed at the omission of several features from the Sega version, such as Aladdin's sword. The animation isn't quite as breath-taking as when seen on MD, although that could well be because we expect more of a mess, but this is still visually top notch.

However, play for an hour or so and you've got the hang of the control method and started to compensate for the unresponsive controls. The animation's great, but when the main split is involved in a sequence (ie changing direction and sliding) you can't execute another command, such as a jump. This happens in a split second, but still results in a frustrating gap between some moves which is costly on lives.

Then you get used to this and compensate accordingly, and then it's only a matter of time (about two hours for most people) before you've reached the final battle, and it's not far to go from there. Jotting down new passwords effectively grants infinite continues, knocking down the challenge to virtually nothing. A familiar bonus game, uninspired Mode 7 touches and intrusive presentation can't save this platformer, which is still very good by most other companies' standards, but way too easy.

**60%**



# Free blow-up

# Dolls!

**H**ow nice do you think the people at Sony Imagesoft are? Do you know just how benevolent these folks really are? Apart from bringing you some utterly storming SNES games over the last few months (*Super Bomberman*, *Chuck Rock*, *Skyblazer*, *Flashback*, *Sensible Soccer*...), they've decided they love their consumers so much that they've just gotta show it.

Not only are they 30 *Chuck Rock* pin badges nice, they're five genuine *Chuck Rock* ones carts lovely, plus fifteen Sony Imagesoft T-shirts generous. Not content with that, they also strive to show how fifteen *Bomberman* T-shirts and a matching number of *Bomberman* plush dolls gorgeous they can be. Such merchandising, such selfless self-promotion!

And don't forget us, we could've kept the freebies for ourselves, but instead we're offering them in the following bundles.

- Five Grand Prize winners get a *Chuck Rock* cart, a *Bomberman* shirt and plush doll and a Sony T-Shirt
- 10 Wonder-winners get the *Bomberman* and Sony T-Shirts, plus the lovable stuffed toy!
- 30 Runners-up shall receive *Chuck Rock* Le-Pins!

And all we ask, nay, demand of you, is you correctly answer the questions on the right and send this completed coupon to 'Blow-up' Doll Compo', SNES FORCE, Impact Magazines, Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW. As long as your entry arrives by the 31st January, you're in with a chance to get bombed in the New Year!



Competition

To win these fantastic prizes courtesy of Caroline and the rest of the gang at Sony, simply answer the four questions below, making sure to include your name, address, age and telephone number. Good luck!

1) *Bomberman* started off on which of the following?

- a) The Amiga.
- b) The Mega-Drive.
- c) Pampers

2) Which of the following are dolls *not* used for (as far as we know)?

- a) Simulating high-speed car crashes
- b) Filling high-ranking government positions
- c) Cheap jokes on stag nights

3) Stone-Age man is believed to have gone on the quest for what?

- a) The last vinyl album.
- b) The Holy Grail.
- c) Fire

4) Who sung the original pop classic *Living Doll*?

- a) Cliff Richard
- b) Cliff Thorburn
- c) Cliff Hanger

Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 Postcode \_\_\_\_\_  
 Age \_\_\_\_\_ Tel: \_\_\_\_\_

The editor is always bombed so his decision is final, and no correspondence will be entered into (especially not on the subject of 'Sassy' the doll — nothing was proven!). If you don't want to receive mail from other companies or assorted caverns, tick the box! ☐



## Adventure

Producer..... Delphine  
Supplier..... Sony Imagesoft

Price..... £49.99  
Status..... Official UK Release

Players..... 1  
Lines..... 4  
Continues..... Infinite  
Extras..... Battery Backup

## What the makers say...

A truly stunning, mind-blowing adventure that plunges the player into a world of intrigue.

Can you handle the pace?

■ Sony Imagesoft

## Controls

	Action
	Use Object
	Nothing
	Draw/Hide Gun
<b>L</b>	Nothing
<b>R</b>	Nothing

## First impression

Get a load of that topper main sprite! Looks like a stunning game.

The animation is simply gob smacking and it plays like a dream.

Conrad moves so fluidly. He pads around like a slinky spring!

## First day score

Chris Completed Level 1

10000

# Flashback

Awaking  
in a dense  
jungle

# Smash!

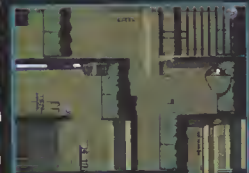
with no memory of how you managed to get off planet Earth, you're going to wish you weren't Conrad Hart...

**C**onrad B. Hart is an agent with the Galactic Bureau of Investigation (GBI) in the year 2142. While field testing his new Molecular Density Analyser, he and his girlfriend Sonys stumbled across a worrying statistic. A few people, namely important members of state and other high-powered officials, had densities so high as to rule out any possibility of their being human!

Sonys disappeared, and Conrad was running scared through the city streets, hoping that he remained one step

**In a style reminiscent of Prince of Persia, Conrad can run, jump, climb and shoot.**

In front of the unknown adversary tailing him. He must discover the truth behind these bizarre high-density people. Secretly, he favoured a theory Sonys had first come up with — they were not people at all, but aliens infiltrating our society with a view to taking over by seizing all key positions without our knowledge. The GBI had to be informed, but he had a horrible feeling about the journey back tonight. To safeguard his findings, he had the forethought to record a message including all he



Conrad picks out the safest route of perilous ladders. If he falls too far it's instant death, so be careful!

knew of the sinister scheme on a holocube, the future's version of a dictaphone. As he rounded a body-lit corner laser-fire strobed from a sleek black shuttle, the kind capable of interstellar travel, with two unseen occupants. The blast caught him square in the back... As Conrad regains consciousness he realises that his memory of how he got to this bizarre alien jungle, and indeed, everything else past a few months ago has vanished.

Conrad begins with just his wits, four shields and a gun, and the inventory screen which also grants access to score and difficulty level updates. The shields Conrad carries act as lives, one being used each time he takes a bullet, eliminating the irritating stop and start again routine of conventional lives methods. Continues are infinite, metering at the last backup point activated. They appear in the game as beige machines with the word 'Save' down the side.

## Flash moves

Being a specially trained forces agent, Conrad has an extensive range of moves to put most main sprites to shame. In a style reminiscent of *Prince of Persia*, he can walk in delicate, measured little steps, run, execute shorter jumps from stationary or longer ones from running, and clamber up and down

## ALIEN NATION

They're as evil as Satan but the alien omies are a sight to behold. Here's what's in store...

Policeman have rocket packs — these guys are mean!

An alien guard in the forest who's a bit slow and dopey

This droid doesn't think twice about shooting laser bolts at Hart.

If this eye spots you it's time to run

This mutant globs can be a real shocker!

Incredible musing alien who turns to slime and speedily lurches toward you.

Let this terminator in this room and prepare for big trouble

# ack



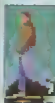
With bullets ricocheting off every brick and tile, Conrad tries to hide behind a thin bar.



Hart adopts a classic Miami Vice busting stance as he edges into an alien complex.

## MOUTH-WATERING MOVES

How can we show you exactly how amazing this animation is? We can't. But we'll certainly try...



Enjoy this stroll while there's a chance. It's not often Hart gets a break.



Running around can be deadly. Especially when near very high ledges.



Conrad performs an almighty leap across a gap between platforms.



Distant ledges can be reached by jumping then damboring upward.



The most satisfying move — shooting things. Watch out for the recoil though!



Less risky than the long leap, this nifty skip is ideal for crossing walkways.



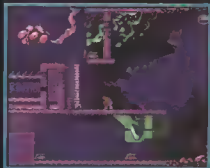
Jumping is the only way to reach the really high platforms. Don't look down.



A casual walk quickly turns into a fast jog. When danger is about — run!



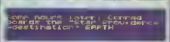
The start of the game sees dazed special agent Conrad Hart awake in a dense forest.



An example of a mental tester. How do you open that metal door and what's with the exploding mouse?

## BACK BREAKERS

Between the frantic levels, take a break and watch the excellent animated intervals.



## 'Far more than flashy graphics'

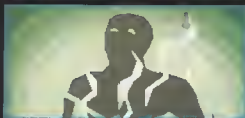


Playing *Flashback* for the first time earlier this year on the Amiga, I was blown away by its amazing graphics and freedom of gameplay — I'm pleased to say the new conversion retains it all.

The animation in *Flashback* is quite simply stunning. If you've never seen it, you're in for a hell of a shock! Conrad moves around so fluidly it's untrue — it's even better than *Prince of Persia*, and that's saying something! Each level is completely different, ranging from the dense jungle of level one to the futuristic game show 'Death Tower'. Levels are huge, with people to meet and talk to all over the place. There's also plenty of action if you keep the trigger-happy gamers glued. The between-level animated sequences help explain the story and look great. The spot effects that litter the game are of the same quality as the graphics — the gunshot is particularly good. Music is quite scarce, with a few bits of dialogue with the 'happy' characters. Playable music, *Flashback* is virtually faultless, the password system means that you don't get frustrated by having to play the early levels time and time again, but the later levels are sufficiently large in size and difficulty to mean you don't finish it in a day. The only problem is, once you've completed it, you won't want to play it all the way through again!

To put it bluntly, buy *Flashback* at the earliest opportunity. It truly is one of the best pieces of software released this year, offering exceptional gameplay, amazing graphics, excellent spot effects and an overall package to last for ages.

99%



If you see this you're in big trouble. Remember that unfriendly green vortex? This is what happens when you walk into it.

## 'Flash and burn'



I thought a *Flashback* was something aged hippies got from time to time, I had no idea it was the perfect arcade/puzzle marriage. Mind you, with the spooky realism of some of the weird alien jungle and faceless characters, it could be the former. Black and green creepers spiralling into the distance? Coming from France is no excuse!

I'd like to see a spaced out hippy try and play this though, if you haven't got the concentration of Kasparov and the lateral thinking capabilities of Mr Rubik, you won't get past the first level. Design may be identical to the MD, but the graphics on SNES are much improved. Sprites sink along just that little bit more fluidly, backgrounds are just a touch more intricate, and everything benefits from the superior Nintendo colour palette. As for sound, all it required to convert me was the incredible gunshot effect, it sounds just like they do on the big screen. Leaving but the tunes was a good move, the golden silence and minimalist, quality spot effects really build atmospheres, more companies should bear this in mind rather than stick dull tunes and over-cute FX all over the place.

*Flashback*'s true genius lies in the realism of the puzzles and tasks, where else on SNES could you find a game where it's possible to take odd jobs in the city, chat to support characters, blast the bad guys and negotiate tricky platforms? Which leads me to my one moan, with the confusing control method you're always pressing the wrong button, which doesn't go well with the *Space Ace* one-fail-move-and-you're-history gameplay. But hey — there's a battery backup, what's the problem? Like, don't worry about the *Flashback* man, it's a like, a way groovy experience.

89%

platforms. Plus, of course, the obligatory crouch which can be done with gun drawn or hidden, as can walking and the roll move, from which he comes out in a crouch with pistol at the ready, and standard RPG commands 'Look', 'Activate', 'Recharge' and 'Use'. Objects can be picked up or dropped at any time with the 'Action' button, which also operates lifts (along with [UP] on the pad), talks to people, hangs from platforms and operates levers or switches. The 'Use Object' button does whatever is appropriate to the selected object, pictured in the top right of the screen, ie throw a stone or place an ID Card in the correct slot. When you are close to a character or object its name flashes up in the top right corner of the screen, the same going for useful machines.

### Back in action

You must guide Conrad through many perilous locations, beginning as he wakes in the untamable, otherworldly jungle, to cities such as New Washington where he can make shady deals and useful contacts, as well as taking legitimate or illegal odd jobs. Remember though, as he's an alien here, any contact with the police is fatal! Lead him carefully through the hazard-ravaged Cyber-Tower of Death, across deep space and back to Terra Firma (aka Earth). Tears will sting your eyelids when Conrad has to leave for an uncertain fate somewhere else in uncharted space, saying what awaits him would spoil the thrill... ■



With mutants rife within the alien complex it's wise not to stick around. Conrad sprints off in stunning visual style.

## ITEMISED LIST

As in all adventure games there's plenty to see and do. Here's a rundown on all the essential items...



**ID card:** opens gates or grants access to a later level, but where is it hidden?

**Hotocube:** this gadget could shed some light on your predicament.

**Transporter:** move about a level at the touch of a button with this teleporter.

**Rock:** a simple piece of stone which can fool sensors and distract guards.

**Credits:** in New Washington a man without cash is as good as dead.

**Gun:** the first item Conrad gets to use and a flippin' good job too.

**Shield:** provides protection against four gunshots. It can be recharged.

**Exploding mouse:** this mobile mine up and let it scamper off.

## Final analysis



A blindingly solid, geometrically superb puzzle that kept me going for hours. A corker.



Amazingly good fun to play and offer a lasting challenge, it's definitely a 'must have' cart!



Logical, taxing, superlative puzzler. The best halfway house between games styles ever.

## Final day score

Chris H

Reached Level four

35282

### SUPER LEAGUE

1. ZELDA

2. FLASHBACK

3. SHADOWRUN

ADVENTURE

Although narrowly missing out to *Zelda* for the top spot, the extra instability and amazing graphics raises it above *Shadowrun*.

## Sound

82

Sparse but brilliantly executed, this shines as a minimalist masterpiece.

## Graphics

93

The best animated main sprite this side of Turbo (and beyond?), with Talk-worthy backgrounds.

## Playability

98

The control method's a hitch, but the puzzles, platforms and... er, shooting bits are excellent.

## Lastability

98

Difficult to the point of frustration, but we promise you'll keep coming back for more.

## Force factor

One of the most original new carts this year, *Flashback* will appeal to puzzlers, shooters, jumpers...

91







# e Soccer



Options, too many options? *Sensible Soccer* features loads of variables right down to language!



The star striker does his job and puts one in the net! You can replay it to your heart's content.

## 'The best soccer game ever!'

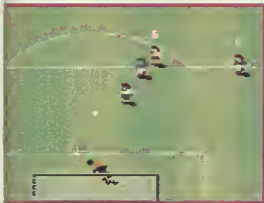


I had high hopes concerning *Sensible Soccer* — surely the king of Amiga footy games would be done justice on the best console around? Well, to put it bluntly, *Sensible Soccer* is one of the best games ever!

The graphics retain the Amiga's smooth scrolling and excellent animation. The overall speed is a tiny bit slower, but this has no effect on the gameplay. *Sensible* is one of the most addictive games I've played for months. It's incredibly easy to pick up, and every time you play, you improve and find a new and better way to score. Two player is quite brilliant, with unlimited variations. One-player mode is the area that this sort of game usually falls down, with either useless computer opponents or ones that win every time. Not *Sensible* — the computer controlled opponents range from the relatively easy Faros Islands to the extremely tough Italians. Add this to the fact that there are loads of different cup and league competitions and the facility to create your own, there's literally months of fun-packed play.

It's still basically football, and if you can't stand the game itself, no matter how good *Sensible* is, you'll still hate it. If you don't fall into the above category, get your hands on a copy at once. Anything which keeps me off *SFII Turbo* for more than four days must be good — coming from me, there's no higher accolade.

94%



A shot from outside the area is rocketing toward the top corner and there's nothing the keeper can do!



If things start to go wrong, the manager can shout new tactics from the sideline. Substitutions can also be made when the ball is out of play.

## PICK A PITCH

The month the game's played at affects the condition of the pitch. Here are the variables...



**Dry:** In the summer months the ground dries out making the ball run quickly and passing tough.



**Icy:** come winter the ball slides along the ground very quickly making control nearly impossible.



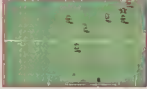
**Muddy:** usually a Spring phenomenon, this type of pitch slows the ball down to a slow roll.



**Normal:** standard, good-weather pitch — the ball bounce is always the same making life easy.



**Soft:** makes the players tire very quickly and therefore substitutions and star players are crucial.



**Wet:** like icy but slower. The slip on the pitch surface means a lot of skill is needed to control the ball.

## 'Riper than half-time oranges'



...soccer game to last... soccer games... arrived. Before... in in typical review fashion about the graphics and stuff I'll just state that this is the best football game ever — no questions asked. As long as you've got the patience to get accustomed to the every match is a raging storm of thrills. Because of the variety, shots, you can set up some amazing plays — a pass to Michel followed by a volley and topped off by a diving header — might satisfy. Compete in two-player mode and everybody's ego... last run upfield ends in a spectacular goal. Everybody shows their colours. You'll curse the ref, your opponent, your goalkeeper then ladle on the praise later as the star forward settles home a corking shot. This competitive edge... Soccer an additive element many games are missing. It doesn't matter what you love or hate the 'nations' game, you'll be engrossed for ages. My only com...

...have the oomph they should and shots at goal tumble more than speed past. Then again, what's a game without a then again? Play for half an hour and you get acclimatised to the speed at which it runs.

Tactics, teams (although devilishly changed from real clubs), throw-ins, fouls, weather — it's all here. The best way to sum it up? Easy really — a star-studded boot spectacular. Can't argue with that now, can you?

92%

## GOAAAAAAL!

The crucial SNES FORCE guide to scoring (goals)...

The goalkeeper has the ball and sees a midfielder making a move...



...with lightning reactions the ball is thrown to him and he begins a probing run.



Seeing an attacker stalking on the edge of the penalty area he launches a pinpoint pass.



Trapping the ball on the edge of the box, the star striker volleys the ball goalward.



...the ball soars toward the top corner like a rocket and the keeper is beaten...



...option allows a sneak peek at the opposition's formation giving a chance to make last-minute tactical alterations before taking the pitch and commencing battle.

Action is viewed from a traditional Kick Off-style overhead perspective meaning tiny spots but a real sense of proportion on the spacious pitch. Weather conditions alter according to month causing various effects to the playing surface — the ball runs much slower in the wet, while it bounces higher if the ground is hard.

### Sensible socks

Controls are simple but incredible speedy. Tap [A] to deliver a short pass while holding the button powers a driving shot. When a star player has the ball [X] unleashes a super shot hurtling toward the opponent's goal — try applying aftertouch for deadly swerve.

On-field tactical decisions are made by holding [L] or [R] when the ball is out of play, revealing a team dug-out. From the bench team formations can be altered and substitutions made — essential for clawing back goals in the dying seconds.

All the FA latest rules are applied including the controversial back pass law. The vigilant referees are equally on the ball dishing hot yellow cards for lunging tackles and early baths for persistent offenders.

So with the preliminaries over, all that remains is to send your parents out, invite a bunch of mates around, grab the lucky joy pad and defend the honour of your favourite team. Sensible Soccer — the ultimate cure for soccer hooliganism? Quite possibly.



It's there! The ball flies past the keeper and lands a gaping hole the back of the net — the crowd go absolutely wild!

## Final analysis



Even better than I first anticipated. One of the top five sports games ever made — I can't get enough!



I played a couple of games but I've got to admit this really isn't for me — the other guys love it though!



What a great footy game! Although the sprites are small the gameplay is fantastic.

## Final day score

All except Will

Won Sensible Cup



### SUPER LEAGUE

1. MARIO KART

2. SENSIBLE SOCCER

3. ROCK 'N' ROLL RACING

This one went to a vote and Mario Kart came out a 4-2 winner — Christo is still sulking. One-player testability was the crucial factor but only just!

## Sound

92

Rage of crowd atmosphere, though the music on the title screen is a bit daffy!

## Graphics

90

The smooth-scrolling pitch and excellent animation make it a joy to watch.

## Playability

94

You'll be completely hooked, the control method is very easy to pick up and it's great to play.

## Lastability

95

Tons of options mean you'll be playing for months. Two-player mode is quite amazing.

## Force factor

The best soccer game on the box by a long way. If you're a sports fan or a games addict, buy it today!

94



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S-FORCE JAN



## Adventure

Producer  
Nippon

TBA

UK release

1-2

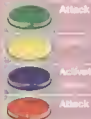
Game

### What the reviewers say...

You'll need all your strength and wisdom through ten levels of magic and if you're to the princess.

IK

### Controls



L  
R

### First impression



The graphics aren't too good, but I can't see the gameplay aging badly.



I enter the fantasy land with trepidation, my ya-yo by my side... Cool!



It just isn't the same in English. Japanese looks so much more mysterious!

### First day score



# The Legend of the Mystical

**A mythical Dragon-beast, a cursed Japanese village and two ninja mystics out to save the day — It all adds up to the wackiest adventure of the year...**

## Smash!

**T**he Warlock Zones are a confused mix of Japanese cultures. Though quaint paper houses and pavements of the finest oak line the oriental villages, vast video arenas and amusement parks are never far away. Having to walk across the bewildering zones are Kid Ying and Dr. Yang, ninja mystics who are guardians of the peace-loving village

**Though fighting is an intricate necessity, the true strength of a mystical ninja is his wisdom.**

Horo-Horo. But when the village is cursed by the omnipotent Dragonbeast and the resident princess kidnapped, the locals propose the two guards set forth and destroy the source of the enchantment. A likely duo, Ying and Yang have to fight their way through ten levels of Dragonbeast territory in what is one of the most bizarre games this century.

Two players can adopt the mantle of the mystic mentors or strive alone against the wacky forces of evil. The playing area consists of vertical and horizontal-scrolling landscapes with the couple bashing the Beast's army with their preposterous weapons. Kid sports a pipe



Roll up! Roll up! Take your chances on this dicey sub-game. One of many, it's a gamble but if it pays off...

of peace (known as the Not-So-Peaceful Pipe) with which to hemmer oncomers while the Doctor carries a flute for a pugil. These 'weapons' can be upgraded by collecting money which on-screen ensembles leave behind once killed and form head-busting Party Whistles and Yo-Yo which to smack Dragonbeast's armies.

The town scenes are where the majority of cash is reaped and as in all walks of life money has its uses. Nip into a delicatessen and by a slice of pizza to build up energy lost in battle, fork out \$100 for a go on old classic arcade games at the amusement park or gamble your earnings on the lottery or at the races. These shops are found in and about the towns along with small abodes where local philosophers offer their wise thoughts on the tasks ahead of the team's current status.

### Money talks

A formidable addition to the ninja's fighting skills is the art of Jutsu. For a few hundred dollars the discipline can be learnt at a dojo. Once the ninjas have initial training they need to collect ten scrolls (often left behind by wasted villagers instead of coins). Jutsu powers can only be used in the second warlock zone for a limited period. Kid Ying and Dr. Yang can acquire four powers each, every one completely mad. Kid can



ring the bell when enemies appear on screen and they are immediately transformed into bonus items.



Level One's guardian ghoul complete with projectiles. Whap the disks back in the spectre's face and stay out of the way.



# Ninja



## POWERS OF ONE

Dr. Yang has a range of Jutsu powers for times of trouble.



Why is the Milkis Cow illic? Who thought up the Terminator Cow? Who knows.



The alternative way to scaling tricky platforms is to sprout wings and fly. Reckon they're a bit hard do they? Think they're nuts? Then use this!



A simple looking star? A blade from a circular saw? We don't know actually!



## DYNAMIC DUO

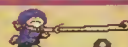
Coupled with the weirdest of weapons, either makes a superb, albeit hilarious, hero to control.



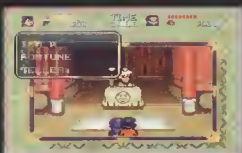
Dr. Yang's Jutsu powers are weird, but consider this: a subtle smile.



Dr. Yang's Jutsu powers are weird, but consider this: a subtle smile.



Dr. Yang's Jutsu powers are weird, but consider this: a subtle smile.



Treat fortune tellers with a bit of suspicion. Don't be too hasty in handing over the silver.

## 'God in a cartridge'



What's a game. What a game! WHAT A GAME! This is Konami heaven, and possibly the best game I've ever played — even better than Contra!

The lands are full of magic and mystery with so much to explore. In addition to the battling and collecting are sub-games found within, which add so many inches to the large number that is *Mystical Ninja's* playability. Rather than trudge around endlessly thrashing villagers you can embark on a surfing betting frenzy on the local lottery or by sucking the nads down the race-course. There's even a hot-and-cold game to play at the arcade! Far from a bland adventure *MN* incorporates many fine details. Comical expressions on the characters faces are one of the enormous game appeal and wait until you see the Jutsu powers! Terminating Cows and ballet routines that really put Siren Lake to shame — ridiculously over the top.

As well as winning large bags of cash in the lottery (for the brilliant TV side show) Yang and Yang can get jobs — just like in real life (or should that be just not like in real life?). Decorating, pest control, even joining a bomb squad — an superb example of what a game should really be like.

Two-player Jinks are heightened by the double teaming. Gone are the days of frustration because your partner can't jump platforms correctly therefore hindering your progress — lift him on your shoulders and carry him where you want to go!

Weapon upgrades, bonus items and fun filled between-level scenes — I don't like to say too much because it'll ruin the surprise! I've always thought no one game is worth the asking price but thank my lucky stars for Mars II this isn't the essential purchase of the year! *Mystical Ninja* is the game of games and God of two-player simultaneousness. Buy this or I'll kill you.

94%



Eh, now think what your mother said about people like these. Gloated beard blokes wanting to play games.



Smack the pots and leap the cobbles to get at the special Icons.

► summon electricity to rage through his body knocking all enemies unconscious or transform into a lion and use his mane as a sturdy whip. There's the High Falutin Hero Mode allowing Kid to fly and the impressive roar of Psychedelic Tiger who chews up felons.

Dr. Yang's Jutsu powers are equally wacky. Dance of the Sakura Swordman sees the hooded old-timer jig the enemies to death, as does the devastating move involving a Jutsu, there's a flying ability and the legendary Terminator Cow — a stampede the Dragonbeast won't forget in a hurry.

## It takes two

Ying and Yang can team up for a double whammy by using their piggyback attack. Here, one player sits astride the other's back. While the player in charge of the carrier controls the direction the team head in, the jockey smacks the opposition. Teaming up is handy during platform stages where it's easier for one player to hop along perilous rotating ledges and dodge revolving spikes.

Not all villagers are aggressive to tourists. 'Bonus Babes' stroll into the tray of things and unless the pair want to lose money as a forfeit it's best to save rather than thrack them.

In several zones the ninja pair need to locate the lair of guardians and give them a good pasting once found. It's helpful to talk to local wise-folk who often release information on how the demons can be defeated. A huge lantern man and a vicious ghoul are just two of Dragonbeast's hardened guardians — if no Jutsu powers have been acquired by this point, now's the time to study.

The mystical voyage spans a large surreal expanse and though fighting is an intricate necessity, 'the true strength of a mystical ninja is his wisdom'. Grab your yo-yo, pick up your pipe and expect the unexpected...



The lottery. Select a number, animal and letter and hope the odds are in your favour.



Despite the dangerous circumstances the lads still find time for a joke and a laugh. 'I can see the pub from here' jokes the Doctor.

## 'A surreal adventure'



You thought *Parodius* was loony, wait until you check out *Mystical Ninja*. Sumo tag teams, ninja cats, the Carp Meister not to mention Fur Mao Chu and his pit Crabby — talk about barking! Although this killer of a cart's been around for what seems like years on import, a big BNES FORCE respect due goes to Konami for taking the plunge and unleashing the wacky exploits of Kid Ying and Dr Yang upon an unsuspecting Europe — but the question is are we ready for it? The answer is a resounding 'yes'.

Although no spring chicken, the hallucinogenic stank-sleash'n'-n'-chat gameplay stands the test of time wonderfully. The hilarious two-player piggy-back attack is a stroke of game-design genius. This theme music is totally brilliant — I'm driving everybody in the office nutty singing it — and the traditional Konami colour-drenched graphics are superb as ever. The bosses are tough enough to be challenging but not frustrating and their design is so imaginative that each is a joy to behold.

As much fun as the main game is there are hundreds of houses to visit to get clues on the mission, grab a quick sushi burger, have a flutter on the horses or even get a job! It's these extra touches that raise *Mystical Ninja* above the realms of an ordinary adventure and place it up there with the greats — *Zelda*, *Shadowrun* watch out. Although not as serious as *Be a Realist*, it's off the wall comic adventure at its best. Miss it at your peril.

## BRING AND BUY

So you've saved a fortune. Now's the time to splash out on some goodies...



### Mega Bomb!

The big bang! This has the power of five usual explosives. Armour: suit up in protective gear and you're able to take many more hits.



Helmet: protect your bonce with this carefully-crafted Samurai hard hat.



Scrolle: Jutsu powers can be learned but ten of these need to be found first.



Pizza: a bargain at \$60. It gives energy and power and puts fire in your belly. Sandals: these make the ninjas run faster. Buy extra pairs for more speed.



## Final analysis



Cool! Excellent cutely additive gameplay and top quizzes make this a sooper dooper cart



This game is absolutely great, I'd buy it if just for nostalgia's sake. Sake, sake, goddit?



It may be getting on a bit but this is still compulsive gaming. Should've been released years ago

## Final day score

Chris

Westbrook, Tom



## SUPER LEAGUE

3. SHADOWRUN

4. MYSTICAL NINJA

5. YOUNG MERLIN

ADVENTURE

... playing...  
... mystical Ninja...  
... humorous...  
... and diverse...  
... gameplay...  
... offers it a top...  
... five spot just...  
... ahead of...  
... Young Merlin.

## Sound

98

Delectable Oriental themes and dramatic changes keep the action flowing.

## Graphics

91

Adorably cute with more characters than you can shake and vac at. Subtle shades and vibrant colours.

## Playability

92

Though never infuriatingly puzzling the land layout ensures you get to see the best of everything.

## Lastability

93

A much-needed password system ensures you'll stick it until the very end, no matter how long that may be.

## Force factor

92

For once a game arrives catering for everyone's need no matter what age. Remind triumph again.

# TOPGEAR 2™

## 200 MPH WHATEVER THE CONDITIONS

### RAIN

Choose your tyres to suit the conditions. Try out lighter high-performance 'slicks' for short or the wet slicks for high speed wet track handling.

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1 or 2 player simultaneous racing as you cruise in the sunshine at 200 MPH through cities of Spain or Egypt - 2 of the 18 countries' famous race tracks with 64 tracks to select to choose from.

### SNOW

Beat the weather - tracks in Scandinavia and Canada may give you bizzare hiccups. Or even worse, you may be expected to compete in a night-time challenge.

### FOG

Get the edge with customised parts for any weather condition. Fit-out at the body shop with incredible engine, transmission, nitro system or ram or upgr-

925



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## MOVE IT

**SUPER NINTENDO**  
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FOR  
CHRISTMAS

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**KEMCO**



## Shoot-'em-up

Producer.....Hudson Soft  
Developer.....Vic Tokai

Price.....£44.99  
Status.....Official UK Release

Players.....1  
Lives.....5  
Continues.....5  
Extras.....3 Difficulty Settings

## What the makers say...

This is a shoot-'em-up classic designed to test your game playing techniques to the limit. Are you up to the challenge?

■ Vic Tokai

## Controls

	Fire
	Jump
	Freeze Beam
	Smart Line
	Freeze Beam
	Smart Line

## First Impression

Get a load of them, their graphics! Hope it plays as good as it looks.

Another computer expansion! Aren't there any new ideas out there?

A game with some fast-firing action at last. Graphics look excellent!

## First day score

PAIRED

# Super Turrican

You see them every day, commuters milling about in their suits. They've given said clothing ensemble a bad name, until today, and the arrival of the Turrican Suit...

**T**he planet Katakis was once a contented orb, peacefully circling its star, the inhabitants blissfully unaware of the fact that Katakis is an anagram of Kati-Sik and the existence of the ruler of all darkness in the galaxy, the 'Machine'.

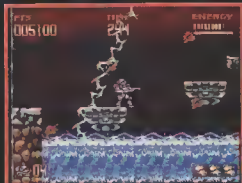
The United Planets Freedom Forces are waging constant war with the Machine, existing only to rid the common of its supreme evil, so they mobilise troops to save Katakis. Well, troops is a bit of an exaggeration,

**Turrican Suits are the state-of-the-art technology of the future, coming complete with awesome armour and multiple weaponry.**

troop is more accurate. To save the doomed planet they send one man — crack commando Bren McGuire in his standard issue, deluxe field equipment Turrican Assault Suit.

## The Machine...

Turrican Suits are the state-of-the-art technology of the future, coming complete with awesome armour and multiple weaponry, as well as the mighty Freeze Beam and Smart Line. The Freeze Beam is an inexhaustable



Yikes, it warns in the manual of freak lightning on some levels. Snap, crackle, pop!

weapon activated for as long as you hold down the correct button, freezing any enemy it touches for a varying number of seconds, during which they cannot inflict damage but can be shot. The beam is a line of crackling green energy stemming from the suit, which reaches the edge of the screen unless stopped by a solid object (walls, machines, enemies etc), and can be rotated in either direction. As McGuire, you get three Smart Lines per life, which when activated shoot out two long vertical energy beams, one to either side. These are stopped by solid walls, but go through metal like a chainsaw through brain, and unlike the Freeze Beam, can be activated when jumping.

The Turrican Assault Suit has one more trick up its titanium sleeve to put the Sonic Spin Attack to shame.

Known as the Energy Wheel, holding [DOWN] on the joystick and jumping makes the suit curl into a ball and spin left or right at high speed, stopping when the 'Wheel Turns' bar reaches zero or you jump again. In this mode, pressing fire hurls bombs in mid-air or lays mines on the ground, depending on where you are.

## ...Rage Against It!

The challenge consists of four separate worlds, beginning on the occupied surface of Katakis with its multiple missile turrets and droves of assorted mechanical pests. After bottling the giant, armour-plated fist you reach the underground catacombs where the Machine has created a technological fortress guarded by rock-mounted flamethrowers and sticky conveyor platforms, before the surprisingly huge robot soldier and guardian. From there to the frozen wastes and icy oceans of the terror's home planet, with fast and deadly snowball avalanches and Super Empire-style hot air currents apart from the vicious



The second level guardian comes in the shape of this gigantic robot bully, armed with lasers and a Goro-stomp.

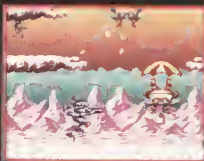
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An prime example of the invisible weapons platforms. Do you shoot them for upgrades, or jump 'em to see what's up top?



These conveyor belts always seem to be going the wrong way!



The alien's frozen home-world, where enemy reinforcements like to drop in for a light snack.

## 'Great to play, easy to finish!'



Simon

Hands up all those people who've upgraded from an Amiga. Right, how many of you played one of the Turrican games and loved every minute of it? I'd wager that there's a fair few people with their arms waving aimlessly in the air! Well, it's arrived on the NES and I'm over the moon!

Graphically, *Super Turrican* is excellent. It's extremely colourful with amazing shading effects. The backgrounds are also of a very high standard with great parallax scrolling — the level in the alien hell is particularly good as the whole backdrop 'beats' sporadically and the Mode 7 effect is great. The sound is of the highest quality, each level has its own musical score which suits the backdrop to a tee! Spot effects are also great — each weapon has its own effect which sounds great and adds atmosphere by the bucketload! The best thing about the music is the amazing surround-sound option, improving it no end, really bringing the game to life and you closer to the action.

Turrican has an Achilles heel — there's simply not enough of it. The thirteen levels are all quite big but they're over too quickly — the three difficulty levels give a set amount of credits but do nothing to make the enemies tougher or even increase their numbers. I finished normal level on my second go and nearly the hard one a few tries later, which was a huge shame as it's such fun to play! I would certainly recommend this to the inexperienced NES game-player but to the seasoned veteran you simply won't get enough from it to warrant spending £45.

84%



The first guardian is a doddie, just keep out the way when it punches the floor then turn and fire both barrels.



The crush of defeat — the underground machine level's last peril is the wall on the left, which slides swiftly to the right.

## MCGUIRE'S NIGHTMARES

As *Super Turrican*, Bren McGuire faces fearsome foes from several worlds...



The test level's spinning pot of death. Spews missiles as it rotates.



These quadruped aliens leap off platforms Kamikaze-style.



A peatline from Beelzebub, these 'robo-chickens' appear everywhere.



Big Brother looks on while three eye-stalks blink rapidly, laser fire.



The platform-based snow level is made much harder by these turballs and their 'accidental' avalanches.

Go to work on these alien creations fast, they can only be damaged when open and vomiting.



A job for the Freeze Beam, these constantly clobber out fast and peaky insects.

What an unsightly orifice. Next time you spit alien filth, it's time to change toothpaste!



These larger 'robo-chickens' stalk the industrial section. Kill them as fast as possible.



## 'Vermiculation!'



Ooh, I remember this from the good old days when I had it on my C64. It was a classic then, and as soon as we switched it on I knew nothing had changed. The graphics are breathtakingly detailed with sprites appearing here, there and bloody everywhere, dive-bombing, crawling from under rocks, leaping from generators and pods — the baddies just don't stop coming.

Frantic is a good word for it, so is complex, and frenzied is another, while vermiculation is just a good word. This is not a game you'll ever be able to play one-handed, no matter how much you practise. The levels aren't overly massive, but have enough little twists and sub-sections to keep you occupied finding the bonus lives and collectables. An outstandingly good idea is the unusual end-level screen, which instead of the usual points counter, also displays how many diamonds and 1-Ups you collected, and how many you missed, prompting searches for the final one on each stage. Lastability!

Such is the wealth of ideas that home computers spawned over the years, something the mes is sorely lacking at times. Good old-fashioned blasters like this (small graphics with loads of stuff on screen, classic collectable weapons etc) are a sure-fire hit on machines like the Amiga, and only benefit from the seas' extra control methods.

But (you can't have expected total praise), ingredients for a truly brilliant conversion include re-working. Hudson have got the right idea — this is an amalgamation of the original *Turrican* and *Turrican 2* games, only cut down to the size of the first — Simon finished it within 2 hours of it arriving. Hacking off a few continues wouldn't improve the challenge, what this needs is a few more levels. With practice, even Jon might stand a chance of completing it. Still, a great game, worth checking out if just for the inspired use of Mode 7 on the last level's quivering backgrounds.

83%

► wild creatures and three place super-gun guardian. The final confrontation with The Machine and all its minions takes place in the deepest dungeons, to a quivering, graphically astounding H. R. Giger-esque background. Here, the Alien Queen awakes. Each world consists of three levels and is guarded by a humongous techno-guardian, product of the alien queen's twisted machine-like mind.

Aside from the inbuilt armoury, your suit can also collect extra weapons like spread shot, power laser and bounce shot, which appear from weapons platforms when hit, although these platforms are often hidden and appear only when blasted or frozen. Each collectable shot can be upgraded up to five times with the diamonds which appear from weapons platforms and dispatched foes, and though you restart in the same place you lose all upgrades and peripheral weapons when you die. After using a continue you restart the level.

Twelve levels of fiendish alien opposition await you as Bren McGuire, and remember — don't do what they tell you, rage against that Machine!



This is it, the final battle with the extra-terrestrial menace. Now, I wonder where they drew their inspiration from?

## TURRI-CANDY

The weapons upgrades that'll melt your flesh...



**Laser:** a powerful blaster that rebounds off walls for complete chaotic carnage.



**Extra life:** there are several of the voodoo doll-style collectable on every level.



**Diamonds:** these are mainly points bonuses, although collecting 100 on a level earns a 1-UP.



**Smart Line:** Another gift from the platforms, this restores one unit to your arsenal.



**Blue Lasers:** this icon adds strength to the wickedly-effective laser blaster.



**Health:** this icon restores all health points, but you always have to fight to get to it.



**Shields:** provides swirly protection for a limited time only, but every little helps!



**Spread Shot:** the red gun power-up increases the range and accuracy of fire.

## Final analysis



What a cracking game! Okay, so Simon thinks it's easy, but I'm having problems!



Loads to blast but so what? With poor graphics and rummy gameplay it just ain't worth it.



Great graphics and atmospheric sounds! Maybe a little bit too easy to finish for the price.

## Final day score

Simon

Completed on hard

FINISHED

## SUPER LEAGUE

4. PARODUS

5. SUPER TURRICAN

9. CYBERNATOR

*Turrican* tucks neatly into the no. five slot, not seriously threatening the big boys but putting little worry lines into *Parodius*'s forehead.

## Sound

79

Constant laser-squawks sound untested, but the backing tunes are all epic!

## Graphics

87

Very Amiga-esque, but so detailed and smooth and with unique ones Mode 7 touches added.

## Playability

85

Easy to get the hang of, packed with details and strategy twists to keep you interested.

## Lastability

70

The levels are difficult but a little brief for some gamers, should've left the flying master section in!

## Force factor

83

A quality release to delight old fans and Nintendo-kids alike, and that it's so short.



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## Platform

Producer ..... Sunsoft  
Supplier ..... Marubeni

Price ..... £54.99  
Status ..... Official UK Release

Players ..... 1  
Lives ..... 3  
Continues ..... 0  
Extras ..... None

## What the makers say...

'Gorgeous graphics, great gameplay, Marvin is an intergalactic blast — Mother!'

■ Jackie Ryan, Marubeni

## Controls

	Fire
	Jump
	Block
	Nutty Attack
	Select Weapon
	Select Weapon

## First impression



About as cartoony as my armpit! Controlling he of feathers is awful

The controls are deesssspppplicable. Another dodgy platformer

## First day score

Jon Level two  
14526

# The Daffy Duck Marvin

**When Marvin the Martian plots to conquer the galaxy only one interstellar protector can stop him — Duck Dodgers of the 24 1/2 Century!**

**T**hey always said it would happen, one day, Earth's final peril would come from the stars. Nostradamus told you so — in the future, big flying saucers would descend upon us, and he was dead right. Well, kinda.

Marvin's not quite the invading army of nasty non-terrans most people envisioned, but he is a pain in the neck. Scuttling around the cosmos in his ship, using the advanced Martian technology and its myriad armoury of gadgets and thungummys to capture each world's politicians and claim the planet for his own. When such danger threatens our well being, only one interstellar protector is duck enough for the task — Duck Dodgers, alias Daffy. Marvin's decided not to bother with Earth, he's just going to blow it up — it blocks his view of Venus. He's despicable!

**When such danger threatens our well**

**is duck enough for the task.**

Standing by at all times to help Dodgers out is trusty sidekick Porky Pig, who gives whatever help he can to grant Dodgers' safe passage through the 20 levels of outer-space oddities. At his disposal are a range of six guns bought from the weapons shop for cash (via collectable \$50 money bags) or discovered in obscure hiding places. Each gun varies in strength and ducks are renowned for their speedy legs, so Dodgers must watch out for spasmodic recoil, avoided by walking in the appropriate direction when firing. Other collectables include the Juice Glass space-breakfast drink for extra points on the of health bar and five gems per continue (woo hoo!) Fuel for the trusty jet pack is littered all around the alien landscapes as are the obligatory extra lives. Upon spying



Duck! No, duck! Oh it's no use, such a lame play on words is never going to raise a laugh. Here's Daffy crouching.



While a deadly pollution-laden submarine jettisons its deadly load, Daffy takes time out to remind us he's 'Duck Dodgers'!

In the Nutty Attack mushroom cloud icon, Daffy should head straight for it as when collected it sends Dodgers into a whirlwind frenzy of flying fists, feet and beak all around the screen.

## Mother?!!

There are five missions in all, each taking place on a different planet and each consisting of four fiendish levels. Mission one is Where There's Duck There's Fire, a trip to luxury resort planet Magma. Scheduled for the weekend is a gathering of many space ambassadors, the only hiccup so far being that

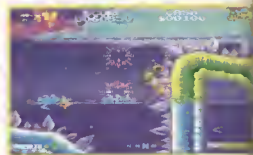
Marvin has captured them all, so it's Duck Dodgers to the rescue!

Mission the second has the title 0,000 Martians Under The Sea, taking place on the oceanic orb called Aquanon-4. Marvin plans to test out his new 'Instant Martians' (just add water), but Daffy has other ideas involving

an underwater mission to defeat the instant army and get taken to their leader, Duckm and a-divin'!

Marvin gets the cold shoulder in mission three — Duck Dodgers On Ice, a freezing field trip to the slippery ice rings of Zeus-3. Here Marvin is holding Earth's greatest scientist captive, and if Daffy fails to rescue Dr IQ High his brain power will be used in the heinous act of creating a super cyberbeast to turn all our dreams to mush. 2 Unlimited will top the charts forever!

The Incredible Shrinking Duck is the penultimate mission's handle, in which Marvin has perfected his new



This waternscape is difficult to traverse, thankfully the spines aren't harmful — watch out for those energy-sapping mines.

# MISSIONS

## Mayhap, perchance, foppish as I am'



Once, perhaps, a Daffy Duck, he's a prince among birds, blind of swimming bird, you can really sink on a duck's right out. And I looked forward to my hero's first appearance on the snes. Am I right? Well... yes, it plays rather badly and the cartoonish Pumpemickel... but I included!

Daffy looks great. The Instant Martians are completely faithful to cartoon images, Daffy retains his unique character and notorious cartoon images, Daffy retains his unique character and notorious cartoon images.

Daffy is surprisingly difficult, with many areas to explore and varied nesties in each one delicate platform jumping is damned frustrating due to Daffy's sloppy feet — quite he lands and slides right off the end of a ledge!

All in all, Daffy is an amusing cartoon romp with my favourite duck. It looks great, umbles on playability (switching between weapons is awkward, as is controlling a leap).

by any means, but is an enjoyable, sometimes annoying adventure. In the immortal words of Daffy himself, 'Girls, you'd better hang on to your boyfriend!'

79%



Trapped between two turkey-esque aliens. Place a few shots right in their gobble-gobbles and watch the feathers fly.



Flock the petite-but-dangerous rock man's missiles and blast the molten bigger when he's not looking.



Weigh out for the Instant Martian sentries — they pop up in the most annoying places, so keep that blaster handy!



Above: While the walls close in, aim for the mechanical motivator of the pressing menace.

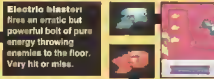
Left: birds of a feather. These two shots show some of Daffy's comic looks.

## A BIG BUNCH OF DAFFS

Foppish he may be but he knows which guns make loud noises. Daffy swaps between arms to tackle various situations. Here's a guide to each...



**Ice blaster:** fires a chunk of... well, ice. What'd you expect? Freeze enemies temporarily making them easier to kill.



**Electric blaster:** fires an erratic but powerful bolt of pure energy throwing enemies to the floor. Very hit or miss.



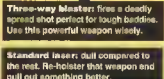
**Grenade:** blow away Daffy's enemies with a hard, power-packed shell — watch out for the recoil though!



**Anti-matter gun:** one of the more powerful weapons available, but ammunition is scarce — use wisely!



**Three-way blaster:** fires a deadly spread shot perfect for tough birdies. Use this powerful weapon wisely.



**Standard laser:** dull compared to the rest. Re-holster that weapon and pull out something better.



## Looks good, plays bad!



At first glance you could be forgiven for thinking you were playing *Road Runner* rather than *Daffy Duck*: the scenery and palette style is so similar it's uncanny. Having said that, it's not such a bad thing — *Road Runner* featured good visuals, it was just the gameplay that was poor. From what I can see, *Daffy* has also inherited this unwelcome asset and falls into the same trap.

The first problem I hit was the jumping technique. For some reason, when *Daffy* jumps he speeds up in mid-air even when you're not using the jet-pack. This gives a feeling of not being in complete control and makes it extremely difficult to judge some of the tougher gaps — it's also annoying as hell! As I said the graphics are pretty good and in most respects faithful to their cartoon inspirations — the Marvin the Martian and *Daffy Duck* sprites are particularly good and retain the original humour. Music on the other hand is quite poor, with an extremely irritating soundtrack accompanying the action — the only thing remotely 'good' about the sound is the inclusion of a few speech samples like 'Duck Dodgers' and 'mother' which raise a smile, but little else!

*Daffy* is a valiant attempt to convert the popular cartoon series, but the whole thing's gone horribly wrong. This is a direct result of a really poor control method coupled with far too linear and outdated gameplay. This type of game may have scored a higher percentage a couple of years ago but by today's standards it's most definitely an 'also ran'. Only diehard *Daffy* fans will have the remotest interest in this wasted licence and I'd advise anyone else to steer clear!

71%

Shinning ray and has drawn a bead on Planet Earth from the jungle world of Amazonia. A new edition to Dozy Duck Anics is born when Dodgers manages to fly straight through the ray before landing and shrinks himself his ship and all its contents to the size of insects. And Marvin still has to be defeated.

### Sheesh!

Last and not leastest, buster, is The Greatest Show Off Earth. The bloody-minded Martian has finally completed his infamous P-38 Space Modulator, and the arrogant alien is sending out tickets to the Gala Destruction of Planet Earth. Ooh, he makes *Daffy* mad — but fear not, there is no party that Duck Dodgers cannot gatecrash!

*Daffy*'s weapons range from the straightforward, unlimited ammunition Blaster to a Freeze Ray, ideal for... well, for freezing bad guys. The Electricity Gun fires a deadly bolt of electricity (they're very unimaginative with weapon names in the future). The Three-Way cannon fires three — count them, three — penetrative shells into the menacing body of an instant alien. Bomb Blaster launches explosive projectiles at whatever obstructs a mission-driven duck, and Anti-Matter Ray fires a polygon of anti-matter energy to halt any non-Earthing in their tracks. All Earth needs is a half-competent hero to wield them. *Daffy Duck*?

All is lost!



Wahoo, wahoo, wahoo! You know *Daffy*'s finally flipped his beak when he performs the 'nutty attack'.



Like a duck to water the black comic takes a dive. The floating mine, however, is far from funny.

## Final analysis



Ducking awful! Repetitive, awkward and nothing like a true *Daffy* tale.



An unfortunate waste of a truly great duck. Nice looking but unfortunately just average.



Unfortunately, despite the cartoon feel and the impressive graphics, playability is too limited.

## Final day score

Jon

Level six

66 66 129 86 2



Despite a truly groovy main character, this well-presented game is only just above average due to a frustrating control method.

## Sound 78

Clear, amusing samples are few and far between. Music is fun-packed but can become irritating.

## Graphics 85

Faithful to the cartoons that inspired them — clear, amusing, and bright.

## Playability 70

Frustrating jump control and weapon select can be darned annoying — requires patience.

## Lastability 78

A lasting challenge for all, if only because of the control system. Fun for a while.

## Force factor

System too busy to be difficult to play too easy. Sometimes enjoyable, often becomes polished plodder.

79

## A BIRD IN THE HAND

Marvin may be shy, but when it comes to dishing out pain he's ruthless, mean and very persistent. Here's how to overcome him though...



1

Wait until the spindly arminishes zipping around before charging in for the attack.



2

Stand underneath Marvin and blast away. His laser fire doesn't even come close.



3

After firing off a few whos, quickly retreat before the circular saw catches you up.



4

Repeat this drill and Marv's ship soon blows up. This ain't the end of the Mere man though!







## Strategy

Producer.....System 3  
 Designer.....System 3  
 Price.....£49.99  
 Status.....Official UK Release  
 Players.....1  
 Lives.....1  
 Continues.....None  
 Extras.....Password System

## What the makers say...

Aerial warfare at its gritty best (the sand gets everywhere). Fast, realistic, gripping and deadly — it's a real teeth-grinding, butt-clenching action. ■ System 3

## Controls

	Gun
	Missile
	Afterburner
	Flare
	Speed Up
	Speed Down

## First impression

Graphically not entirely pleasing and the control method's a bit tricky.

Strategy games ain't to frequent and this looks to be better than most.

The control method seems a bit tricky but the depth is amazing.

## First day score

Simulator.....Mission Two  
 ■■■ FINISHED

# Desert

SCUDs, air-to-air combat, **Smash!** tactical desert warfare and all the thrills and spills of battle — does *Desert Fighter* crash and burn or soar into the sunset? Read on...

**T**here's trouble in them there hills, big time. And slightly nearer sea level, in the gulf, there's more than trouble — there's a war. The PDF are wreaking havoc, having secretly allied themselves with a group of hostile alien insurgents ready to conquer weaker Middle East countries. The test of the world isn't too keen on this agenda and form the Coalition, sworn to end this dictatorial threat.

**Desert Fighter isn't just a tank-busting war sim, it's more of a career simulation.**

The coalition mobilises all available troops immediately, and as a high-ranking officer in the US military, you have the unenviable task of giving the orders. *Desert Fighter* isn't just a tank-busting war sim, it's more of a Military Career Simulation. Throughout the game you get a set of three important statistics — the effectiveness of your attacks, which of the two sides currently has the upper hand (according to troops, equipment and cash in reserve), and all-important public opinion. The latter is related to the previous two and its bar graph must be kept healthy at all times or you're sent home in disgrace, an historically unpopular general. It'd probably take a new chip design to properly simulate the Schwarzkopf. Mele



The F-15 isn't so good for air-to-ground missions because of its high speed and incredibly large turning circle.



Before each mission, command HQ briefs you on the mission objectives and how you're doing so far.

Hero hype campaign, so you've got to make do without the aid of the tabloid press.

Objectives are divided into eight separate missions, each containing a set number of sorties. Each mission is subdivided into multiple zones, which makes things easier by breaking the work down into little blocks which can be started, left and returned to at any point. You have a choice of three different planes when attempting the missions — the A10 Thunderbolt, F-15 Air-to-Air and F-15 Air-to-Ground. The Thunderbolt is a small, easily manoeuvrable craft with good ground bombing capabilities and low fuel consumption. The F-15 is larger and faster, but more costly on fuel. With gun systems that can be pre-set for air combat or

ground attacks and an afterburner capacity for sharp exits when battle gets hairy.

## The mother of all battles...

All these options are accessed from an icon-driven presentation screen which also provides a direct line to Headquarters, who advise on the number of Bogeys (enemy fighters) detectable in the area. A radar map screen can also be called up from here, indicating future attack sites with flashing red lights, partially destroyed units.



The A-10 homes in on a radar sight and prepares to attack with a barrage of cluster bombs.

# Fighter



After each mission you're given a screen of stats giving detailed information of exactly how successful your sortie was.



The main tactical screen, from which all battle area information and other helpful intelligence is gleaned.

## 'Impossible to put down!'



My first impressions of *Desert Fighter* weren't all that great. Graphically it didn't seem that brilliant. I'm not a big fan of *Desert Strike* and on the surface the two seem quite similar. I couldn't have been more wrong — *Desert Fighter* is a quite incredible game that will have you playing into the early hours.

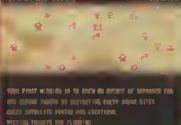
At first glance the graphics don't seem that good, but take a closer look and there's brilliantly detailed scenery. The amount of different war planes and other military hardware included is amazing! Each enemy base is full of attack helicopters and hangar bays full of planes (all of which can be destroyed and usually are). The background music is brilliant, and coupled with excellent spot effects like the explosions or machine-gun fire you've got something special.

However, the area where *Desert Fighter* really excels is playability. It offers some of the most addictive and engrossing gameplay I've ever experienced. As I progressed into the campaign and the missions became more dangerous, I became more and more captivated to the point that I just couldn't put it down. The only thing that could be said against *Desert Fighter* is the difficulty level. I finished it in day, but that was playing it solidly and the multiple endings feature (depending on how well you do) will keep you coming back to try for that 'perfect' ending.

Basically, *Desert Fighter* is a 'must purchase' and comes highly recommended whether you're a shoot-'em-up fan or not. Just make sure you've got plenty of free time — you'll need it.

94%

### MISSION NO. 1 AREAS



The mission screen gives a detailed outline of the mission targets and enemy presence. Each icon shows the precise location of a military target.



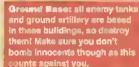
The war is finally over and you go home to a hero's welcome. The war medal is awarded for an average score. There are ten different endings!

## THE WAR ZONE

Once in hostile territory you're totally alone. Here's a insight to what's ahead...



**Air Base:** These houses the enemy air force. It's very important to destroy them all early as their destruction leads to air superiority, making life much easier for your pilots.



**Ground Base:** All enemy tanks and ground artillery are based in these buildings, so destroy them! Make sure you don't bomb innocents though as this counts against you.



**Jeep with stinger:** These may be small but they pack a deadly punch in the form of a fast-moving heat-seeking missile.



**NBC Weapons:** The evil enemy uses these top secret plants to produce chemical weapons and must be destroyed to win the war. Finding them can be tricky though!



**Rapier:** deadly accurate, these should be avoided at all cost. They home in on their targets and move extremely quickly.



**Hellen A.A.:** a mobile version of the Rapier and therefore offers more of a threat — keep an eye on the radar!



**T-80 Tank:** the T-80 is the enemy's best tank and is found all over the landscape — use the A-10's air-to-ground missiles.



**UN Tank:** don't destroy these! U.N. tanks are found roaming around the desert and help destroy the enemy.



The enemy have taken over all the oil depots and it's your job to destroy them — take aim and blast away!

## 'It's Sa-ddam addictive!'



Just a year ago, was I on *Desert Strike* playing for hours and staying up throughout the night to complete it. Then came *Jungle Strike* and, I'll confess, I played it on the Mega Drive everybody else had left work. I dreamt of the day a swee would arrive — to no avail, but who cares? Now I've got *Fought*. The roar of the F-15 as it guns down enemy fighters, the blast of the A-10's cluster bombs as they wipe out a field of SCU — true there's something a little amiss in taking pleasure in ca

at this is non-stop action and a whole lot more besides. The strong strategy-based element of the game raises it above *Desert Strike*. Th sequences of one wrong move can cause an enormous swing in public nging about the failure of the war — and a dishonourable discharge!

Graphics aren't particularly stunning but portray perfectly the intense aura of the battlefield, while the high-energy soundtrack gives an adrenaline rush needed to co every last effort of piloting skill out of you. Playability is superb. Although initially a little tricky to manoeuvre around the information-packed icon-driven screens, the action soon gets up in the second and third levels. And as for testability... with six different endings depending on how you fight the campaign, there's always the incentive to go for the ultimate prize of the perfect ending.

For anyone seeking a thought-provoking alternative to traditional shooters, *Desert Fighter* is an essential purchase. Whaddya waiting for? Your country needs you!

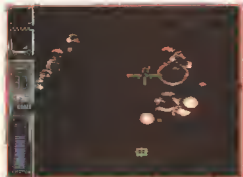
91%

with yellow, and those reduced to rubble with a jagged green outline. The hangar is also reached from this options screen, where you can choose your plane from the three on offer. After a reminder of attack sites and clearance from HQ, another icon takes you straight to combat.

### ...not to mention the cousins

Play is viewed from an overhead/side viewpoint, with green crosshairs for missile sights. Virtually everything can be blown up, but keep one eye open for the green Coalition reinforcements which don't help much, but seriously damage public opinion ratings if fired upon or (heaven forbid) killed. Reminders of any such mishaps feature in the GNN News broadcast following the two sortie-result screens. There are plenty of different broadcasts to keep you amused with their digitized TV screen effects and realistic newscaster commentary. All game developments are covered, from the aforementioned friendly fire to praise for accurate bombing and dare-devil flying plus updates on enemy oil fields, radar and towns left operational.

Once the outcome is decided, you're treated to one of ten extra-long bulletins from GNN, informing you of your performance and overall rating (from Best to Disaster). Being a true simulation, *Desert Fighter* even advises your next possible career move. Politics is a popular choice for ex-officers who've retained some public love, the ultimate ending being returning as conquering hero with plenty of cash in reserve with which to run America, which you've just been elected President of. As the sun sets on another battle-filled day and you recap the day's victories, remember — all's fair in love and war.



Bombing civilian establishments and over-friendly troops results in the loss of moral and public support.

## WICKED WEAPONS

To make the missions a bit easier there is a great selection of weaponry.



**Air-to-air gun:** fitted to the F-15, this weapon is deadly in close combat.



**Chain gun:** fitted to the A-10 and powerful — a good tank-buster.



**Cluster bomb:** covers a huge area. The best weapon the coalition have.



**Maverick:** air-to-ground missile, perfect for taking out ground targets.



**Sidewinder:** the best air-to-air weapon, perfect for enemy jets.



**Smart bomb:** air-to-ground weapon, more powerful than the maverick.



The A-10 is in trouble due to its lack of air-to-air capability and the enemy F-15 in hot pursuit.



The A-10 is in trouble due to its lack of air-to-air capability and the enemy F-15 in hot pursuit.

## Final analysis



Excellent! Easily the best game if its kind and once you're accustomed to the controls, it's a God.



An amazing game offering hours of incredibly addictive gameplay — a must have!



What a brilliant game! There's so much of it, it kept me entertained for hours — love it!

## Final day score

Simon

With service medal

F I N I S H E D

## SUPER LEAGUE



Storming into the charts at a stunning number one, *DF*'s depth of gameplay ensures lasting variety and challenge.

## Sound

90

Excellent music helps create the right atmosphere. Spot effects are also top notch.

## Graphics

92

Scenery is repetitive but sprite detail makes up for this. The intermission screens also look great.

## Playability

95

From the moment you start playing you'll be hooked — you'll have a tough time putting it down.

## Lastability

91

With ten different endings it'll have you playing for many a long night.

## Force factor

A superb strategy/shoot-'em-up, with more than enough testability to keep it alive even after completion.

92

# NO MORE MR NICE GUY



It's time to earn respect.

To be a worthy Samurai you'll certainly need your mighty sword. But you'll also need wisdom to summon the Wizard Mage, and skill and power to scale the insurmountable walls and leap over pools of fire.

A mixture of aggression and wits will aid you in your quest to become the ultimate warrior. And then they'll have to take you seriously.



## FIRST

# SAMURAI



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

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武士道



# Special Delivery

Welcome to the new-look Special Delivery. This is your place to ask questions, offer advice and most importantly have fun. Enjoy...

## Teleport-a-no-no

Congratulations on your new magazine

I am writing to say that I would like SNES FORCE to give free posters away each month in a plastic bag. Posters like *Street Fighter II Turbo* or *Mortal Kombat* and other top games I have some questions for you

1. I have the American version of *SFII Turbo* and can never do Dalmis's yoga teleport — is there an easy way of doing it?

2. What should I buy — *Exhaust Heat II*, *Top Gear II* or *Mortal Kombat*?

3. Is the Score Master Joystick any good?

Hope you print my letter — BYE!  
■ Gareth Cavill, Deretam, Norfolk.

1. We've had loads of phone calls concerning this move and the simple answer is no. You'll just have to keep practising!

2. It really depends on what style of game you enjoy most. I recommend *Exhaust Heat II* because

## Whose baby is this?



Take a look at this lovely young lad. Little did his mother know that all these years later he'd

grow into top SNES FORCE Superstar. But which of the young SNES FORCES is he? A chirpy Charlie? A bouncy Bruford? A happy-go-lucky Simon Hill? A wistful Will? A cute 'n' cuddly Christo? Or a kick-ass Chrissy H? Write in to 'Whose Baby' at the usual address and tell us. The first correct answer out of the smelly nappy gets a mystery prize.

of its excellent gameplay. Incidentally, *Syalem 3* are releasing it officially over here early next year as *Ferrari F1 Challenge* — so now you know!

3. Personally, I don't like any of these so-called arcade sticks but technically the Score Master is one of the best available. However, take it from me — you can't beat the SNES's original controller!

simon

## Awards?

Your mag's great! Keep it up. I've a few questions to be answered, so here goes

1. I'm confused! In issue Four you reviewed *Mario All Stars*. In the Super League it got to number two, but in issues since it's a number one, ah?

2. STILL CONFUSED! In July your mag started, so I was gawping at your mags and I noticed they go July, August, September, October, AWARDS, November. Awards? What the heck's awards? And what month did this come out in, I just don't get it?

3. Why did the Big N not allow the blood and guts on *Mortal Kombat*?

4. Will the *Super Bomberman* party pack be available in the UK? And which is best — *Mr Nutz* or *Zombies*.

5. Last of all gimme some posters (please)! My walls are crying out for more posters

Thanks a bunch!

■ Matthew O'Brien

PS *SFII Turbo*, *Super Putty* novels are as good as the mag, right on Will!

1. Well spotted Matt. The Super League is our opinion (that month) on the hottest games around. Rather than being a complete retelling of the directory we're telling you the office favourites — what we play most. When games are similarly

rated this gives you an indication of which we prefer. Our favourites can — and often do — alter, so don't be surprised to see a couple more changes.

2. Rather than producing the usual 12 magazines a year, the powers that be have decreed that we have to write 13 issues. Although we thought of a lawless excuse as to why we could only make 12 issues (there's only 12 months) we got told quite politely to 'go away'. Hence the thirteenth issue which is a Readers Awards special and a bloody good read as well.

3. You could say that's one to Sega, but then take a look at the sound and graphics and you've got to say that's 2:1 to the big N!

4. Our sources tell us the *Super Bomberman* pack will be available and of the two games you mentioned both received a SMASH100+ rating so rest assured you're onto a winner either way.

Personally I prefer *Mr Nutz* though those with a darker side to their character will love the B-movie fest of *Zombies*.

5. As for a poster... your wish is our command. And on the subject of a new book, stay tuned next issue for a real treat!

Chris

## Time for action

Thank you, thank you for saving me from a nervous breakdown. Each month I wait eagerly for the day when the next most excellent issue of SNES FORCE comes out.

But I am in dire need of some serious help. Each month you print cheat passwords for *Super Mario World*, but you don't tell us, stupid and utterly half-witted mortals, how to put the passwords in. It's driving me crazy! Help! Oh! Sorry about that! I wonder could you possibly help me out on this perhaps trivial question? Otherwise I

## Letter of the month

This is a letter to Will. First of all I must say that, while reading the letter pages in SNES FORCE, nearly everyone is saying what a good and excellent mag this is. Well, if it wasn't good, no one would buy it. I can't help thinking there's a lot of grumbles but then after free goodness and I think for people who don't know Superleague it's incredibly thick. For me, war and final time Will is right, so get on it! He's back dumb!

Maybe a yellowbird video is a bit more to everything you would know. So stop crying on Will because you've got nothing better to do. Oh, and I'll apologise to everyone who wants to buy *Alien vs Predator* or *Ultraman* — DON'T. By the way, Chris looks a bit ill with his red eyes, maybe he should ask a doc. I must say, it's amazing that this is the only mag where all the team (stunt) are good looking. Keep up the good work on *bulky ones*.

■ Dee, Dulwich, London

Dee from Dulwich, you're my heroine. Words just can't convey how moved I am that you took the time to write in defense of me, when so many others are content to mock. You're great. Can I marry you?

As for *Ultraman* and *Alien vs Predator*, well, it goes without saying. Alid Hayward? We took him to the local GP but for some reason he took offense at Chris' claims of having caught bubonic plague at a show and refused to prescribe anything. However, after the incident with the car-daffodil squirrel, the guru from a Moultrie's hand blender and the electricity conductor he is, seeing a reputable psychiatrist on a regular basis.

Thank you once again, anyone else who wishes to write to me on the subject of my (apparently questionable) gender knows what they can do with their opinion. Roll it up and shove it up their... ah-hingy! Get a dictionary, folks.

think I will kill myself. Ahhhhh!!

Thank you very much, you gorgeous hunks

■ Triahia Friend, Tadworth, Surrey  
PS Keep up the excellent work

Flatlary will get you everywhere! The password you refer to are Data Action Replay or Hornby Hobbies' Game Genre codes; the former being coloured in red, the latter in blue. Both are cartridge-shaped 'game enhancement' devices allowing you to enter codes into a game creating effects from extra lives to custom moves. If you'd like to find out more about these devices call Data! on 0782 744707 and Hornby on 0843 225555 —tall them SNES FORCE gave you the information!

Chris

## Insult Will for Cash!



Over the years Will has taken some pretty rough insults, so many that he's developed thicker skin than Rhino.

hids. If you think you can out insult him we'll give you £20. We don't fancy your chances against our top put-down merchant but hey, you can try.

Look at this pic and come up with the most original insult you can think of. Send it with a photo of yourself (for Will's reply) to Will's @MIA @ the usual address.

## Lethal enquiries

First of all I must congratulate you on producing an excellent magazine that has everything

The reviews are top notch, along with the news updates and release dates. It is also good that you take a wide interest in movies and the best stars, like myself

Now I have some questions that I'd like you to answer

1. Which do you think I should buy in terms of tastability, *Sunset Riders* or *Jurassic Park*?

2. Someone told me you couldn't complete *Jurassic Park* unless you played it non-stop for a day or so. Is this true?

3. You mentioned that *Lethal Enforcers* might be coming out on the SNES with the plastic gun. Will this boost the cost of the package a lot?

4. Why are the Sega (Mega CD) adverts so appallingly crap?

■ Simon Baker, Birmingham

1. *Jurassic Park* by miles! *Sunset Riders* is fun but it simply can't compete with the huge playing area and missions of JP.

2. In a way, yes! There are no level codes in the game so

unfortunately this forces you to play it all the way through in one sitting.

3. As we reported in the news section, because of the high cost of bundling the light gun with *Lethal Enforcers*, Konami are having second thoughts about whether or not they are releasing it in this country. Import copies should be available but will carry the usual inflated price tag!

4. You've answered your own question really — it's because they're made by Sega!

Simon

## Back trackin'

I'm writing in order to gain any information on how to acquire back copies of your great magazine. Having bought SNES FORCE from Issue Three onward, I would like to complete my collection by possessing Issues One and Two

I hope you will be able to contact me soon with this valuable information. I will be most grateful. Could you also include any costs of purchase, for example p&p?

Yours faithfully  
■ Gareth Owen, Dover, Kent

After reading these pages take a quick flick to our bargain subscriptions offer on page 76 where you'll find all the information you need to get your back issues. Better be quick though, there's only a handful of issues one and two left, and hang onto them — they're going to be worth a fortune in couple of years!

Chris

## Mortal Kricketbat

I get your mag every month (I have every issue). I think it's really nice, my brother gets scabby old NMS — I think he's an idiot. Please could you answer these questions, urgently!

1. I was thinking about what joystick to buy and I like the look of Saitek Megamaster 1 (it was advertised in your mag) — what rating would you

# Do you want to win £20!

This is the *Shadowrun* envelope we were sent by Emlyn Morris of Yorkshire. We're impressed, we never knew you readers had such aesthetic talents. So impressed, in fact, that we're sending Emlyn a crispy new letter by first-class post, and offering one such folding note every month to the reader who sends in the most original, amusing and generally entertaining envelope. It doesn't have to be a Michaelangelo (although we will accept priceless grand masters if necessary), just a decent scribbling. If your artistic talents aren't up to much you can always, I've it up with a theme or joke.

Conditions: No Mario envelopes (unless justified by a totally original new torture-based plot) and no Mario Vs Sonic envelopes (period). That's it. You can decorate any envelope for any offer/competition/voiced opinion you wish, all mail is automatically entered, or just mark it 'envelope art'. The usual address applies, turn to any competition this issue to find it.



give it out of 100%?

2. On *Mortal Kombat* I can't do Rayden's or Keno's moves. I got the issue with the review in but it hasn't worked. Some people say Rayden's death move is forward one, back three and high punch. You say it's forward two, back three. Is there an easier way to do Keno's as well? Please help!

3. Are there any cheats for *Mortal Kombat*? I hear there's one to control Goro and Shang Tsung — is this true?

4. What game should I buy out of *Super Mario Kart*, *Super NBA Basketball*, *Super Soccer*, *Starwing*, or *Bart's Nightmarer*?

5. Do you know any cricket games for the SNES?

Yours faithfully  
■ Michael King, Paignton, Devon.

1. The Megastick is pretty good, but I still say they're harder to use than pedal Out of 100% I'd give it about 80% but no more!

2. Rayden's death move is forward twice then back, back, back and high punch together. To do Keno's, stand close and move the pad from down to down-forward and finally forward and low punch.

3. Once and for all, there are no codes to let you take control of Goro and Shang Tsung!

4. *Mario Kart* is probably the best of the bunch but a little limited for the solo player. If you're a sports fan I recommend *Super NBA* — it's brilliant.

5. Good news. Laser Beam Software — the team behind the impressive *Shadowrun* — are planning to release a cricket game in the early months of 1994. There are no firm details as yet but rest assured — you'll hear about it first in SNES FORCE.

Simon

# Win a Top Fighter Arcade Joystick worth £70!

Get *Street Fighter II*? Want to replicate that Arcade atmosphere in your bedroom? What you need is a sturdy Topfighter programmable arcade joystick. Normally a top piece of console equipment like this would set you back a whopping £70 but you've got the chance to win one. All you have to do is send a signed photo of yourself and a reason why you deserve this great prize, enclosing your name, address, age and telephone number to Give Us Some Sick, SNES FORCE, Impact Magazine, Case Mail, Ludlow, Shropshire SY8 3JW. Entries to arrive no later than 15th January.



Keep the mail pouring in and get filling in your compo entries. More from the mailbox next issue.

# Become the ULTIMATE GAMES PLAYER in just four weeks\*

You've always dreamt of becoming the best games player in the world — well now you can! SNES FORCE is a dynamic magazine; the most effective and latest way to become the best. All you need is to read...

As soon as I started reading I developed phenomenal skills. Thanks SNES FORCE, you've changed my life!

Bartholomew Snodgrass  
London, England

I've read other magazines before, but I've never had results like this! I've become a real hero.

Bruce Wayne  
Gotham City, New York

I'm surrounded by your magazine. My family and friends are utterly amazed at the results!

Richard Meathooks  
Estoril, Portugal

Before I was a sad loner with no mates, but now I can even beat Metro. It definitely worked for me!

Frederic Pottelplent  
Isle of Skye, Devon, Scotland

## Back Issues

All back issue orders are subject to availability. All available back issues are £2.25 including p&p.

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Issue Seven ☐

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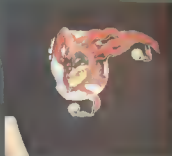
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# The Complete

Welcome back and a merry Christmas to you all. We get ready for 1994 with guides to *Shadowrun* and *Pop 'n' Twinbee*, not forgetting six pages of small tips listed in the index below. Enjoy!

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## Calling all games players!

If you've got The Complete Solution to a hit new game, send it to us and you could earn big money. We pay £50 for the best maps or guides used. Please send tips to The Complete Solution, Impact Magazine, Ludlow, Shropshire SY8 1JW

It's time to get back into adventure mode for the final installment of our definitive *Shadowrun* guide. At last your murderer is revealed...

Go back to Jagged Nails and Kilsune, ask her about JESTER. She gives you the key-word DARK BLADE, a gang whose residence is just down the road. Talk to the CLUB MANAGER now and ask him about DARK BLADE, then ask the barmen about VAMPIRE, then the Club Manager again about STROBE. Take the Strobe Light and phone the magic shop, and ask



Moonsilver about DARK BLADE so he gives you their phone number. Give 'em a ring and ask Stefan the receptionist about the MAGIC FETISH and he opens the doors to the DB's mansion. Armed with Stake, Strobe and replenished energy, find Stefan in the



Dark Blade's lobby and ask him about MAGIC FETISH again. Follow his instructions and find Vlad the Vampire, leader of the Dark Blade. Raid both his computers for len grand and an informative Data File. Remember what the Shaman said about he who seeks the Magic Fetish being a bearer of untruth?



Chat to him again and use a few Key-words, then he minces off through a well Rempage! Run



# Shadow

## Complete Solution

### SMALL TIPS

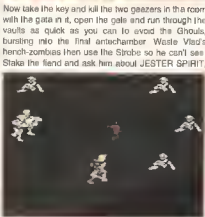
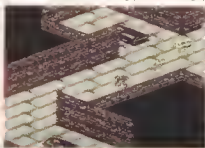
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Twinbees? YES! F007  
Infinite lives? YES! F003  
**Jurassic Park**  
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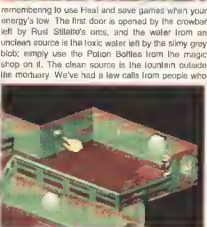
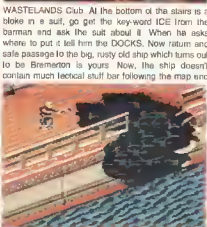
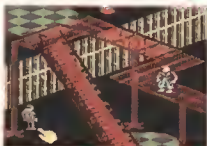
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**Bill Laimbeer's**  
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**John Madden Football**  
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**Pop 'n' Twinbee**  
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**Raiden Trad**  
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**SFII Turbo**  
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Infinite energy? YES! F003  
Infinite energy? YES! F003



around a bit and explore the other rooms, killing Sielan and others in the process, get the Mesh Jewel from one of the bodies and the key from the bookshelf, both in the East wing (room on the right).

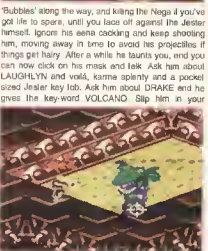
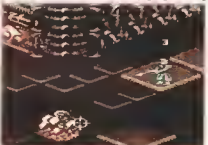


So you've got a place name (BREMERTON), time to go see the lerrymen and get the key-word DOCKS from him. Try going there. unlucky better go to



beyond that is a portal to the real Bremerton dimension. You can't avoid the grenades on the floor in front of it and they do up to around 24 HP damage so calculate the odds against survival, step on 'em and save the game. Into the void.

Run past the zombies and keep going shooting



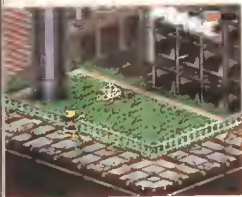
cket and go see Dog for some more spells, one of which needs the ink from the octopus in the warehouse at the far end of the docks, along with the mermaid scales from the sunken section almost opposite Dog's warehouse.



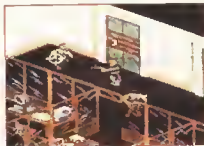
Perfrod clock runs faster  
 F11804776  
 Perfrod clock runs slower  
 OD604776  
 Perfrod clock runs much  
 faster OD604776  
 Perfrod clock runs much  
 slower DF604776  
 Perfrod clock is frozen (No  
 time limit) C28A4D86  
 Each perfrod lasts:  
 If minute 7AE84D86 &  
 00E5E4D86  
 If minutes 56EA4D86 &

**Carodius**

There are some excellent  
 Gamma Gemini codes for  
 this excellent game.  
 Extend lives up to 15  
 D0B98F46  
 Start new life at speed  
 D486A764  
 Start new life at speed  
 D486A764  
 Start new life at speed  
 D0C6A764  
 Always start new life with  
 power-god D0B4DF67  
 units of origin when first  
 activated B2B8MDA4  
 Start each new life at



that says DRAKE in big letters down the side) and access the computer there, if it displays a "password needed" message then examine the password you got from the Rust Silettos' leader. It's useful to have good computer skills from now on so pile the karma on and hire a solid Runner to help with the guards on



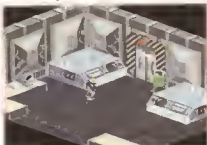
each level. All of the six floors has a computer with information on it and another which activates the lift to the next level. Both must be hacked to pieces!

Once on the roof, talk to the 'copter pilot and get him to take you to the Drake Volcano (where the despot is hiding if you haven't already triggered) — ringing him up with the phone number you got is optional. When you arrive at the volcano things get tougher — imagine the Drake building only with red strobes, a background like the industrial section in Crystal Maze and troll deckers all over the place. Not to mention sentry guns, grenade-wielding scientists and a map less sane than the Queen Wurm. Use to hire the most expensive runner you can (he won't get



far), walk around collecting as much Karma as possible and putting it on your body and Heal Spell Skill, and get the best armour you can afford (by the Dark Blade weapon shop for a full body suit).

The plan goes like Bremerton crossed with the Drake Building — waste in there with guns blazing,



but as many computers as it takes to get to the final sub level, save the game again and get past all those guards to face Drake himself.

Yes here a Dragon, and if you didn't know already then give up because killing him is seemingly impossible at first. One of the computers somewhere in the volcano has a data file containing an ace Shadowrunner's phone number. Don't miss it, she's really cool! Drake is dispatched by halting your fire and moving when you can to avoid his fire attacks



and ice spells. Use the Jester Spirit when right up against the border under Drake's head as he must be close to work, although he doesn't do very much and there's a lot left down to you. Persevere, Drake can be killed.

When the big, ugly lizard finally turns to stone go



to the door on the left and walk in to find the professor. Talk to him and he gives you the key-word HEAD COMPUTER (In case you lost it after the

Street Doc gave it you). Ask him about this to get out there then go see your mate the Dog Spirit. More spells later you're ready to wend your way to the final hurdle, the Anki Building. Now



you've got the access code from the prof, use the little black square computer in reception to get into this previously barred office block. Use basically the same strategy as for the Drake Building, but guards are tougher and the computers horribly complex. It's even worth hiring Stealtight and buying him some decent armour and still then healing him after a battle, some of the computers are that difficult. The very last, utterly final, and garden computer is the size of your apartment back in Tenth St and guess what?

It's easy. You may now all back and enjoy the credits sequence, and start saving for the promised Shadowrun 2!!

## GENERAL TIPS.

It may seem obvious, but please don't forget to save your games as often as is needed, it'd be a waste of those groovy tips! We leave it to your discretion as to when, and only point out the blatantly obvious times, so don't wait to be told. Some goes for hiring Shadowrunners, and you should never do it until you know you've a big job ahead as they tend to leave after a certain time, how long depends on your Charisma and whether or not you bought Cyberware.

The left-over Client Rate in the Rat Shaman's sewer are a relatively easy source of extra Karma Points, as are the reluctant Ghouls.

Pick up everything you can, as we haven't listed all the items needed for spells, and you have very big pockets.

**The breathtaking Cyberpunk adventure is at an end — join us next month when we comprehensively cover another top game.**

arcade 600BAF04  
Never lost power goods  
(turn off blizzard mode)  
4A37A76F

Start on:

Level 2 60C76DAF &  
10076EDF & D4678DDF  
Level 3 90267E0AF &  
100765DF & D7678DDF  
Level 4 60267E0AF &  
100765DF & D0076DDF  
Level 5 60267E0AF &  
100765DF & D9678DDF  
Level 6 60267E0AF &  
100765DF & D1678DDF  
Level 7 60267E0AF &  
100765DF & D5076DDF  
Level 8 60267E0AF &  
100765DF & D8678DDF  
Level 9 60267E0AF &  
100765DF & D6878DDF  
Level 10 60267E0AF &  
100765DF & D0876DDF

**Bill Lamber's**

**Combat Basketball**

2 point in a worth 3, 3  
point in a worth 4  
70BFA7AF

All ends with:

1 point 1BFA7DF &  
0DFA7DF & D8FA7DF &  
3 point 7DF

0DFA7DF & D8FA7DF &  
0DFA7DF

5 point 1BFA7DF &  
0DFA7DF

6 point 1BFA7DF &  
0DFA7DF

6 point 1BFA7DF &  
0DFA7DF

Each ball with:

000 D0BFA7DF

230 D4BFA7DF

330 D0BFA7DF

430 D0BFA7DF

Start with \$1,638,000

D0584C6

Start with \$16,180

EEC38A6

No money deducts

when trading (must have

enough money)

C0BFA7DF &  
00BFA7DF

Time continues to count

when time out (start

[START]) to end

D0BFA7DF

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**NEW**  
PROGRAMMABLE

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# Pop 'n' Twinbee

## Complete Solution

**Giant flying babies causing problems? Getting grief from a robot octopus? You need the ultimate player's guide to top Konami blaster Pop 'n' Twinbee! Read on...**

### Level one — Oandellon Town

The first level is relatively easy, and gives you a chance to practice tactics for later in the game.



The main one is the skill of dropping the bombs that Twinbee and Winbee have — use the pineapples as target practice because they are slow and don't fight back. Later on the ground targets do attack so it's best to

get to grips with the skill early on.

When flying up the network of waterfalls, kill the blobs in the boats quickly, as it's easier to kill them in small groups rather than in a huge gang. Don't use the special attack unless completely necessary as you need it later on and there's a limited supply. Get into the habit of killing everything as soon as possible,

because when the magic bells appear on screen you won't have to dodge enemy fire or craft in order to reach them — this will stand you in good stead for later levels.



### Boss — Pirate ship

The first boss is quite simple, despite the fact that he is split into a few sections. When the battle starts, destroy the metal exterior of his ship while dodging its deadly arms. Anticipate



the arms' movements and avoid them accordingly. Remember to keep firing at all times to hit him as you scramble around the screen. When this outer shell has blown off, you're left with a large pirate surrounded by his crew. Dodge the cannon fire and keep blasting, concentrating on the crew. When they're dead, blast the defenceless captain — this is a cinch as his only defence is the slow-firing cannon. Before long he gives up and you're off to level two!



### Level two — Underwater

The underwater section could give you problems if you're not careful. Look out for the blue snake appearing from the top of the screen. They're made up of six segments and take loads of shots to kill. Aim right at the head and keep blasting — try and get really close without touching, as it's possible to land



more shots. Another troublesome ooddie are the yellow fish appearing from the side of the screen, and swimming across on a collision course

with you. They don't take many hits to kill but appear in great numbers, so kill them before they move across the screen, making it tough to manoeuvre. Finally, watch out for the blue ships with the spotlights, as they fire twin homing missiles. Destroy them before shoot their deadly load.



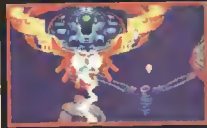
### Boss — Metallic Octopus

This huge metal octopus has a number of attack patterns. At the start of the confrontation he fires bubbles, which are destroyed easily. The yellow missiles fired from his sides are more tricky to destroy, so dodge them. After several hits his attacks change. His metal shell opens up and he starts firing blue lasers. While dodging the laser fire, blast all the



time. When the two eyes power up, he's going to use his mega blast, which goes down the middle of the screen, making it tough for you to hit his weak spot. Avoid

it and resume blasting while dodging the smaller lasers — before too long, he's completely destroyed!



### Level three — In the Clouds

The most dangerous enemy here are the green ships that form an outline. They have multi-direction shot making it difficult to anticipate and dodge the laser bolts. Kill them as soon as they appear because if they build up you'll have problems killing them



and dodging the fire. The pandas raining down only take one hit to kill, but because they're in such great numbers, fire all the time as dodging is useless. The



**John Madden Football**

FOA2/4DD Play clock is

20 seconds

Play clock is 30 seconds

F3A2/4DD

Play clock is 60 seconds

7A2/4DD

Play clock is 90 seconds

SCA2/4DD

Only 3 plays to get a first

down DA3/3DD4

Only 2 plays to get a first

down D7/3DD4

Only 1 play to get a first

down DO3/3DD4

Infinite plays to get a first

down C2A2/4DD4

Infinite plays to get a first

down C2A2/4DD4

Infinite plays to get a first

down C2A2/4DD4

No limit on — player 1

DA3/4DD

9 times — player 1

DA3/4DD

9 times — player 1

DA3/4DD

9 times — player 1

DA3/4DD

9 times — player 2

DA3/4DD

9 times — player 2

DA3/4DD

9 times — player 2

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9 times — player 2

DA3/4DD

9 times — player 2

DA3/4DD

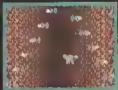
9 times — player 2





## Level six — Dr Mardock's Factory

Eliminate the green ships speeding into the screen quickly as they fire loads of bullets on a wide arc, making it virtually impossible to dodge them all without being killed. There are quite a large number of ground emplacements



along the way — kill them as soon as possible with well-timed bombs. The huge blue crafts that attack near the end of the level fire hundreds of shots, so kill them before they deliver the payload — if you fail to kill one in time, avoid it by going into the bottom right corner and waiting for the missiles to pass. Just before facing the level boss there's another mutant Twinbee ship, so apply the same tactics as before, avoiding the tricky places ball this one fires.



## Boss — Face of Death

Really easy! The giant face only has two attacks. The missiles fired from his fingers — he's about to fire when they flash purple, and the missiles from his mouth. These homing projectiles are fast, so you're better off destroying them rather than dodging. His only weak spot is his mouth when it's open, so make every chance count.



Upon opening his mouth, the missiles are deployed, shielding him, so destroy them quickly and go straight for the open mouth. When his mouth closes, retreat to avoid the finger-bullets. Use these tactics and you're off to level seven in no time!



## Level seven — Dr Mardock's Base

The final level is full of danger. The first problem is the flying hammers attacking from the top of the screen. They fly on and fire a volley of shots, but with speed and a nifty trigger finger you can destroy



them before they shoot. Keep moving at all times because the bullets home in on your last position. Playing cards are firing from the ground, so bomb them. Other troublesome baddies are the babies appearing in groups with the largest at the front and the smaller ones behind. Only the lead baby is vulnerable, so blast away as he appears. The egg-like creatures in huge aubs fire green lasers. Destroy them before they fire or you're dead meat.

## Boss — Robo Twinbee



The final boss is surprisingly easy but does have a few tricks up his sleeve. Fire at the flashing cross on his chest as this is his only weak point. Use any remaining smart bombs for an extra punch. When the laser powers up, move to either the far right or left because the laser beam is huge and unless it's avoided you're killed instantly. His other attacks are the large plasma balls, they're tough to anticipate and even hard to avoid, so, as with the laser, move to the far side of the screen. It takes a while to kill him with short sharp attacks but this gives you a far greater chance of surviving.



Now you've beaten the mad Doc, join us next issue for another comprehensive solution to your gaming problems.

9 bombs BFC0007 & 4B0007  
Bully players — Infrate  
buddies 3CEA0B54

## Street Fighter II Turbo

On some Game Genies some of the codes may change when you return to the code screen by pressing reset. THIS IS NORMAL. There is no need to alter them again — you can reset the game using the modified code.

Start with:

90 seconds on clock

BDA3176D

70 seconds on clock

5DA3176D

50 seconds on clock

8DA3176D

30 seconds on clock

7DA3176D

10 seconds on clock

FD3A176D

3/4 of maximum energy

6091E76D

1/2 of maximum energy

9691E76D

1/4 of maximum energy

4ABE76D

First bonus round is:

88 seconds BBAE100D

60 seconds 6DAE100D

60 seconds 7DAE100D

20 seconds 4DAE100D

Second bonus round is:

88 seconds BBAE100D

60 seconds 6DAE100D

60 seconds 7DAE100D

20 seconds 4DAE100D

First time 00367F04

Next attacks do no

damage (knock grows)

001F240D

Then do no damage

0034740D

First three players can

play together to keep

FC00740D

Do some special moves

with the air DDF0236D

With above code, Vega's

will climb may pause the

game

Players can walk through

each other D00FEFAD

## TIMESLIP



**An alien force have slipped back in time, to conquer Earth .....**

**Only one man can save the world  
before it's too late .....**

**Don't let Time Slip you by,  
take aim now!**



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TOTAL				

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# Guide

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# SNES FORCE

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- For sale: Action Play for sale! Brand new. In perfect condition: sell for £40 and UK only. Contact Colin or Gordon, 12 Hawkland Walk, Stroudley, Hamilton, Scotland, will swap for any good games
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- SNES Street Fighter II (UK) for sale, top box £25 or swap for boxed game. If interested call 041 773 3512 and ask for Stephen between 4-6 30pm. Also NES for sale £40 only
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- SNES UK 2 control pack SF2, Blawing F-Zero Super Tennis, Action Play new, all everything boxed with instructions. Also other games from £20-£25. Phone 081 427 8018. Buyer must collect. I live in Harrow
- SNES games for sale: SFII or phish £20. £30 including Stanning, Mario Land, Lemmings, Barts Nightmares, Pilot Wings, Mario World and more (UK) or sell swap for games: Mario Sm City, Tiny Toons, Monkey Business, Barmen Petrus, a baby game. Phone Daniel on 0502 574640
- Fast Fury for sale (£35) with box and instructions £30. (UK) Street Fighter 2 with box & instructions £30. Also Super Soccer Champ (US) with box and instructions £25 or £75 for all three. Ping Kevin on (0880) 51817

- SNES US games: Street Fighter II £30. Barts Nightmares £25. Super Double Dragon £25. Also Universal adaptor £10. Or buy them all for £75. Ping (0346) 313455
- I have Mario World, UK Squidmen, NHLPA Hockey, Super Games for sale. Starfox (UK) £30. Cyberman (USA) £20. Contra 3 (USA) £20. SFII (UK) £20. Or all games for £120. Universal adaptor £10. Competition. Post please £10. Phone Nic on (081) 482 3060
- SNES with Mario and 7 UK games. 2 payable card case, all games scored over 80% all boxed with instructions £250, various other only please won't charge price. US games also for sale including Mario All Stars £40. Phone (081) 482 3060
- UK SNES with six games, including Starfox SFII, two control packs and carry case. Will sell for £260 or swap for UK Mega CD. Phone Luke on (0273) 303221 after 5pm
- SNES games Super Tennis, Alexie, Strikegutter, Playgutter, Krazy 4, R-Type, Sm City, Zebe 3, K O Bazing, Ultimate F-Zero, Bird Wings, Exhaust Heat, Rattusman, Joe Mac, Contra 3, Thundercats, Anatomy, Chuck Rock, Wapmaniacs, Rumpus, Smash TV, Barts Nightmares, Ghoulia 1, Ghosts and Ghoulia Set of Best Home Alone 2 £25 & CD. Phone (020) 223939
- SNES with two controllers and 4 games: Double Dragon 2, Turbo Pacing, Super Mario 3, Super Mario Bros. very good condition, worth £140 will sell for £70. Ping Luke on 0875 8838
- Commodore 64: 1541 disk drive and data cassette and joystick with lots of software excellent condition, save due to purchase of SNES £150 and swap. Ping Steve on 0874 722774
- UK SNES with seven games including Mortal Kombat, SFII, Alien 3, Stanning all boxed as new 15 months old, game in box, would cost £450 now new, sell accept £330. Ping (0274) 722774
- For sale: Action Play for sale! Brand new. In perfect condition: sell for £40 and UK only. Contact Colin or Gordon, 12 Hawkland Walk, Stroudley, Hamilton, Scotland, will swap for any good games
- Street Fighter II £30 and WWF: Super Wrestlman £25 and UK versions both boxed with instructions. Ping 0694 814559
- SNES Street Fighter II (UK) for sale, top box £25 or swap for boxed game. If interested call 041 773 3512 and ask for Stephen between 4-6 30pm. Also NES for sale £40 only
- For sale: Capcom power stick, lighter remote unit, to be used with Capcom power stick/lighter joystick. This includes the transmitter and receiver, excellent condition, hardly used, sell for £40 only. Phone Simon on 0645 829441 after 5 30pm
- For sale: cheap Atari Lynx for £40 and SNES scope with 8 games £20. Mail in system in good condition £25 or will swap for good SNES games. Ping 0353 779387
- SNES UK 2 control pack SF2, Blawing F-Zero Super Tennis, Action Play new, all everything boxed with instructions. Also other games from £20-£25. Phone 081 427 8018. Buyer must collect. I live in Harrow
- SNES games for sale: SFII or phish £20. £30 including Stanning, Mario Land, Lemmings, Barts Nightmares, Pilot Wings, Mario World and more (UK) or sell swap for games: Mario Sm City, Tiny Toons, Monkey Business, Barmen Petrus, a baby game. Phone Daniel on 0502 574640
- Fast Fury for sale (£35) with box and instructions £30. (UK) Street Fighter 2 with box & instructions £30. Also Super Soccer Champ (US) with box and instructions £25 or £75 for all three. Ping Kevin on (0880) 51817

- Come Buy with Tami, and two other games including Gargoyles Quest. Call on 0525 712306 after 3 30p. Will sell for £40 and
- US Street Fighter 2 Turbo: unplayed, unwanted present, heros sell for £50. Please ring Ian on 0244 375452
- SNES USA games - WWF: Addams Family, Krazy 4, Fun House, Lemmings, Polepos 3, Super Bats, Castlesman 4 £30 each, all sealed. SFII £45, Alien 3 £15, Alien 3 £15. Phone Nick on 041 426 0126 after 5pm
- SNES games for sale: SFII boxed £35 or others £25 includes Barts Nightmares, Pilot Wings, Joe & Mac, Mario 4, Lemmings and more (UK) or will swap for Sm City, Tiny Toons, MegaQuest, Quest, and others (UK). Phone Dave on 0850 574545
- US games for the SNES: cheap Game Formers: Ko Floving £10. Spideeman & X-Men £18. Castlevania IV £20. Final Fantasy £20. Super Mario World £20. Pilot Wings £20. F-Zero £25. Bubsie be Bubbles £25. Ring Arnold on 0627 781 874
- SNES game Super Mario and the X-Men: Dragons' Lair and Barts Nightmares £20 each, Super Funtion game, Street Fighter II, Super Mario World, Poki Wings and Castle walls IV £25-£30 each and US game Sm City £25. Ping Karen on 0477 705630

## Wanted

- Super Nintendo games, wanted, sell only games for SNES. I have a lot of USA games only. Also I will buy a console if it is with good games. Please ring 0527 32330

## Swap

- Hoyal Rumble for sale or swap. Will sell for £15 or swap for SFII Turbo or other great games. Phone Karl on 0506 612132
- I have Tiny Toons, Dancin' Shakes, Turbo, SFII, Dragon's Lair and Mario. I would like Super Star Wars, Royal Rumble, Night Moves, Alien 3, and from Stern game: Call Graeme on 036 085 358
- My Tiny Toons, Dancin' Shakes, Turbines II, Zebe 3, from Mario Kart or Striker. Phone (0384) 306 354 and ask for Peter for more details
- Swap UK Atari Kombat for UK SFII Turbo, must be UK, no game manuals please. Phone Lisa on 0679 355537 after 6pm. Prince of Persia (without instruction) swap for a decent game (UK), especially Pop 'N' Twin Bats
- SNES games for swap: Dragon's Lair (UK), Super Mario World (UK), Wanted Tiny Toons (UK), Striker, Mario Kart, or any other games for swap, especially localist ones. Call Taithe on (0494) 861317
- Swap Stanning (UK) no box for Striker: Stanning only three weeks old. Phone Anthony (0783) 597721
- Swap my game for game: Bay, 13 games and Action: Replay for your Game Gear: TV Ticker: Indiscreet battery pack and 5 games. Volume and 1 in 1 pack: not wanted. Ping Michael on 010 25372522
- I will swap my Pilot Wings for your Prince all Please: Poki Wings in a mint condition, also swap for Mario All Stars. Must be in mint condition. Phone Chris anytime on 03623 454545

## Pen Pals

- Hewen? I'm 14 year old girl from Australia looking for English pen pal: 13-16, I love SNES music, football and will be a future correspondent. Contact? 7 Writas to: Peter Parker, 22 Kenway Way, Rainwood, Western Australia, 6147
- Overseas cartoon wanted for Ken: SNES/MSX/PC games played. For sale, swaps, also write to: Aimee King, Tin, 2 Hill Street, 27 South Dunedin: Dunedin, New Zealand
- Deeply seeking pen pal: I am 14 years old, I have a lot of SNES, I am a huge, interesting, conversationalist and a truly different experience. I'll write to me, you, mail be 14+ June Blake 25 The Springs, Court Marsh, Bognor Regis
- Pen pal wanted: girl or boy, must be interested in SNES, I am 12 and my age group would be 11-12. Write to 15 Kitzney Lane, Bryn Ce Wladwr, Midland
- Female SNES owner: would like SNES owner aged 12-14. Please write to: Eleanor Pen, box 6, Lodge Lane, Aston, Sheffield S21 0DP

## Clubs

- Games pen in a swap club run by games for gamers: Free membership, cheap swap. For details contact David at 6 Olga Rd, Northham, NS3 2NW
- Calling all arcade fanatics! There's a hot newsletter covering about the scene especially for your every arcade need. For more information, please phone 0292 813688 (ask for Mark) or 0725 517913 (An)

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# Guide Directory

Completely redesigned and fully updated, this issue's Directory Enquiries is the ultimate companion for the essential Nintendo game fan.

## ACROBAT MISSION

● Teichiku  
Good soundtrack doesn't make up for the unoriginal gameplay

85%

## ACTRAISER

● Enix  
Sexy graphics and masses of violent gameplay make this a great adventure, when you should play for days and nights on end

83%

## ADAM'S FAMILY

● Ocean  
A lively one-player game with slick presentation and a lumpy soundtrack

88%

## AFRO THE ACROBAT

● Sunsoft  
Cosmically excellent, severely challenging platformer with superb rain sprite animation. Let down by often frustrating gameplay, but well worth a look

82%

## AGURI SUZUKI

● LOZC  
Fast, slick, well-presented racing sim with neat two-player option. Also known as F1 Super Driving. Plays better than he drives — good job really!

83%

## ALIEN 5

● Accolade  
Possibly the best shoot-'em-up ever! Superb sci-fi graphics and excellent sound give the action an excellent feel

82%



## ALIENS VS PREDATOR

● IGS  
Great movie licence but this plodding beat-'em-up has flickering sprites and sluggish animation — a major disappointment

88%

## ANOTHER WORLD

● Interplay  
The US version of the brilliant adventure Out Of This World. Cinematic 3D graphics and great puzzles. Very edictive but a little on the easy side

85%

## ARCANIA

● Testing Iron  
Adventure game that is let down by poor graphics and frustrating gameplay

57%

## ASSAULT GUNTS VALKEN

● MCS  
Japanese version of Konami's superb shooter Cybermator

88%

## ATRAUL BOUT

● A-Weve  
A disappointing beat-'em-up short on moves and highly frustrating

42%

## ASTERIX

● Infogrames  
Detailed backgrounds, above average graphics and great presentation can't save this from being anything but an average platformer

80%

## AUGUSTA MASTERS

● TAE Soft  
Impressive golf sim with the additional bonus of a handy battery back-up. Great graphics and straightforward gameplay

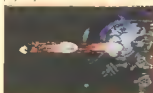
81%

## AXELAY

● Konami

90%

Superb gameplay, mind-blowing 3D graphics. Great sound and excellent playability



## BART'S NIGHTMARE

● Accolade  
A fun — but sometimes tedious — game with great cartoon graphics and a lumpy soundtrack

83%

## BATMAN RETURNS

● Konami  
Wonderful dark Gotham graphics and great sound, but ultimately just too easy and not varied enough

82%

## BATTLEBOARDS

● Tiredwest  
Unimpressive arcade game based on Qix where you match up lines to form a picture. Fun for a while, but not much to last

71%

## BATTLE BLAZE

● Sammy Corp  
Word Street Fighter II clone ever. Lovely fantasy graphics, but literally only about four moves each!

33%

## BATTLE CLASH

● Nintendo  
An irritating little Roodi shooting can't with nothing to set it except that it's for the SuperScope. Wow!

85%

## BATTLE GRAND PRIX

● Next  
Impressive split-screen racer with simultaneous two-player option. Controls are a bit dodgy though!

75%

## BEAT OF THE BEST

● Lorica  
Unusual Martial Arts sim with great variety in moves but pretty dodgy graphics

81%

## BEAT-EM-UP

Raw, aggressive unlined biceps-bulging, fist-flying action is what this category is all about. But just because a game is rough doesn't mean it's necessarily good. The best beat-'em-ups always include a strong element of strategy (knowing exactly the best way to defeat an enemy). That's what makes Street Fighter II king!

## BIG RUN 25%

● Jaleco  
Dodgy graphics make this racer a non-starter. A game best forgotten about!

## BILL LAMBER'S COMBAT

● Hudson Soft  
Early attempt at a brawling basketball sim. Plenty of violence but very little gameplay

45%

## BLAZEON

● Atlus  
Uninspiring Japanese shooter with little new to offer in terms of graphics or playability

55%

## BLAZING SKIES

● Namcot  
Also known as Ace's High. This WWI Flying Aces recreates the thrills and spills of historic dog fights

72%

## BLUES BROTHERS

● Titus  
Good animation and sound, plenty of depth but very frustrating gameplay — especially in two-player mode

82%

## B.O.B.

● EA  
An excellent platform shooter with a good selection of power-ups and weapons. A good challenge let down only by a slight control problem

86%

## BOOBY THE BOBCAT

● Accolade  
Cosmically excellent platformer let down by annoying controls. One hit and die system makes for frustrating gameplay

70%

## BULLS VS BLAZERS

● EA  
One of the better basketball sims featuring the NBA's two hottest teams but still as good as Teamo's Super NBA Basketball

78%

## CACOMA KNIGHT

● Dorian  
Weird Japanese arcade game based on Qix where you match up lines to form a picture. Fun for a while, but not much to last

72%

## CALIFORNIA GAMES 2

● DTM  
Appealing follow-up to this arcade classic. Good on-play option but nothing else to offer. Nasty!

36%

## C. RIPPEN JR BASEBALL

● Mindscape  
A fun baseball sim with good FX and sampled speech. Great cutaway close-up screens but no excitement when a home run is scored. Disappointing controls but gameplay is enjoyable for two but not for solo players

68%

## COUNTRY

● Taito  
Also known as On The Ball. The constantly rotating play area is impressive for a while but there's very little to attract to gameplay

68%

## CAPTAIN AMERICA AND THE AVENGERS

● Mindscape

40%

## PLATFORM

The Nintendo speciality. So called because the action usually involves jumping across a series of platforms (usually danger lurks underneath so don't fall off) to reach a goal and fight a level guardian. The category has also grown to include all those jump-on-the-bad-guys' heads games made popular by the Mario series

To help you find the games you want — fast — we've used the Super League colour-codes. Use this key below, and on the bottom of each page, to effortlessly pin-point the game style you're after.

## ARCADE

Not just all those games converted from classic coin-ops but also any that feature more than one style of gameplay

## ADVENTURE/RPG

Games that usually take you on an adventure to another time or world and encourage you to use brains rather than brawn to solve the challenge.

Some of the worst graphics ever, a poor soundtrack and frustrating gameplay conspire to make this arcade beat-'em-up conversion a big disappointment.

#### CASLEVANIA IV

● Konami  
Outstanding presentation, excellent 3D and Mode 7 graphics and one of the best soundtracks around

#### CHAMPIONSHIP POOL

● Mindscape  
Unexceptional graphics can't ruin an excellent simulation. Loads of options — as good as it gets and then some!

#### CHESTER CHETAH

● Kameko  
A smooth well-presented game but lacking depth and polish. Graphics are pretty slick and gameplay is slow

#### CRACK ROCK

● Sony  
Large sprites, a 'rockin' tune and great playability — a bit little bit on the easy side though!

#### CUBE

● Parker Bros  
American conversion of the classic board game Cludo. Stick to the original it's more enjoyable

#### COMBAT TRIBES

● American Technos  
A pretty good conversion of the boring arcade beat-'em-up. Sprites are small and undefined

#### COOL SPOT

● Virgin  
Snappy platform action with one of the best characters for ages. Addictive as hell, great sound and smooth gameplay make this infinitely playable



#### COSMIC GANG: THE VIDEO

● Namco  
Feeble attempt to revamp Space Invaders. Good two-player mode but not much else to offer

#### CONTRA SPIRITS

● Konami  
Released in the UK as Super Probotector



#### PUZZLE

Specific games with the emphasis on solving problems using the old grey matter rather than bashing everything in sight — although Tetris and Bombliss proves you can successfully combine the two. Sounds a bit heavy but many of the most interesting and addictive ones games (Lemmings and The Lost Vikings for example) are puzzlers

An excellent one- or two-player blaster full of power-ups, invaders shooting and alien blasting. Great graphics and FX — a bit light on levels though

#### D-FORCE

● Amtek  
Visually unattractive, but so bad it's almost cool. Pretty sad graphics and loads of pointless Mode 7 make this a cult purchase only

#### DARIUS TWIN

● Taito  
One of the original shoot-'em-ups. Now appears dated but there's still some fast, button-busting action

#### DAVID CRANE'S

#### AMAZING TENNIS

● Absolute  
Incredible 3D animation and FX, large sprites and fast pace — needs more variety and a doubles option

#### DENNIS

● Ocean  
Average graphics, sprite animation and sound may put some people off before they reach the more interesting upper levels. Nothing new or exciting

#### DESERT STRIKE

● EA  
Straight conversion of the classic helicopter-based Gulf War sim with detailed graphics. Lots of scrolling and addictive gameplay

#### DINOSAURS

● IREM  
Great graphics but needs more levels — difficulty option adds variety

#### DRACULA

● Psygnosis  
Get past the early levels and you're in for a treat. Colourful sprites and a lasting challenge make this great fun

#### DRAGON'S LAIR

● Elite  
Excellent graphics, dodgy to control at first and damn hard — addictive as hell

#### DRAKKHEN

● Infogrames  
Plenty of playability and depth once you get past the early levels

#### EQUINOX

● Sony Imagesoft  
Quality Zelti-style puzzle. A big challenge, though the awkward perspective can make things difficult

#### EXHAUST HEAT II

● Sega  
The fastest Mode 7 race around. Three different car classes and loads of tricks — brilliant!

#### EXTRA INNINGS BASEBALL

● Sony  
Onkey One-on-two player baseball sim with excellent gameplay

#### F1 EXHAUST HEAT

● Ocean

#### SHOOT-'EM-UP

It all started way back with Space Invaders and Asteroids. Over a decade later the graphics have changed but the basic formula is still the same. The theme is invariably 'the planet has been invaded by evil aliens. Grab a gun/jump in your spaceship and blast everything in sight', but that doesn't stop the action being fast, furious and very intense.

Very playable Grand Prix sim featuring eleven tracks, a one- or two-player option and a battery back-up

#### F-ZERO

● Nintendo  
Futuristic 3-D super smooth racing game with excellent Mode 7 graphics — fast, brutal and fun



#### F1 SUPER DRIVING

● LOCC  
Japanese version of Aguri Suzuki. Good digitized graphics and special FX — and thankfully it plays better than his drive!

#### 'ACERBALL 2000

● Taito  
Converted from the GB to the SNES. Better than average puzzler with plenty of shooting involved

#### FATAL FURY

● Tekno  
Another in the long line of SF2 clones. This 12-meg scrapper looks cool but is frustrating to play

#### FINAL FIGHT

● Capcom  
The original conversion of the classic arcade hit is only let down by its lack of two-player option

#### FINAL FIGHT 2

● Capcom  
A rehash of Final Fight with a new difficulty setting. Excellent sprites and animation, but no thinking required. Not much of a challenge

#### FINAL FIGHT GUY

● Capcom  
Special edition of Final Fight which comes with less CD and an extra character to choose. Still no two-player option though!

#### FIRST SAMURAI

● Kameko  
Great sprite detail, superb digitized speech, strategy sections, puzzles and a hilarious challenge make this a treat for the senses

#### FORMULA ONE CIRCUS

● Nightstar  
Unconvincing Japanese racer with an overhead view and useless sprites and awful playability

#### GAMMA LEAGUE

Japanese version of Extra Innings

#### SPORTS/RACING

The widest ranging category of them all includes the major sports — golf soccer, American football, tennis, motor racing (technically it's a sport!), baseball, basketball — plus some unusual ones like crazy golf and ten-pin bowling. Playing sports suits your chance to fulfill those moments you've always dreamed about — like scoring that winning goal in the World Cup final!

#### GEORGE FOREMAN'S

KO BOXING 45%

● Acclaim  
Nasty boxing sim, even the two-player option doesn't save it

#### GEOMAN WARRIOR

Japanese version of The Legend of the Mystical Ninja

#### GOOS

● Mindscape  
Tough puzzles and tedious first levels but gameplay gets better

#### GOOF TROOP

● Capcom  
A prepubescent Zelda, a perfect introduction to puzzling for pre-teens but a challenge to everyone. Only one level but a great example of co-operation, not competition

#### GOLDEN FIGHTER

● Culture & Brain  
Amazing fighting game let down by poor the swiftness and gameplay

#### GRADIUS III

● Konami  
One of the original horizontal shooters. Loads of great weapons and power-ups and super graphics

#### GUN FORCE

● Irem  
Challenging but slow blaster with good graphics

#### HARLEY'S HUMONGOUS ADVENTURE

● Hi-Tec Expressions  
One of the worst platform games around. We loathed it

#### HAT TRICK HERO

Also known as Super Soccer Champ. Amazing unrealistic football game with two-player option. Frustrating gameplay

#### HIT THE ICE

● Taito  
Average conversion of arcade ice hockey sim with an emphasis on fighting rather than skillful play. Tedious in one-player mode slightly more interesting for two

#### HOLE IN ONE

● Hal  
A golf game with only one course? This crazy golf game is a laugh for a few minutes as poorly becomes boring

#### HONIE ALONE

● THQ  
Probably the singularly most appalling game on the SNES. Not sad!

#### HONIE ALONE 2

● THQ  
An improved sequel. Graphics are still a bit sketchy but this game is pretty addictive and some of the puzzles are a real laugh

#### HOOK

● Sony  
Looks great, sounds great but falls down on playability

#### SIMS/STRATEGY

The games your mum and dad want you to play. Many a clever game has managed to get their parents to buy them a simulation on the grounds that it's educational and it will help with my homework, honest! Strategy games (for example Populous and Powermonger require a great deal of tactical planning



**HUMAN GRAND PRIX** 81%  
 ● Human  
 If it weren't for the dodgy controls this would be one of the best racers on the market. Cool two-player split-screen option

**INCREDIBLE CRASH DUMMIES** 75%  
 ● Acclaim  
 Big bawdy graphics, humorous overtones, and nice animation can't save this from being an average, somewhat clumsy platformer

**IRON SKINS GAME** 86%  
 ● EA  
 Excellent graphics and playability and a cool two-player option lets you play against mates for cash

**JACK NICKLAUS GOLF** 77%  
 ● Konami  
 Good sim, limited number of holes to play

**JAKI CRUSH** 58%  
 ● Nasal soft  
 A bit too repetitive, but just marginally playing pinball in an abattoir!

**JAMES BOND JR** 43%  
 ● THQ  
 Unrealistic bonding, awful sound and nasty animation

**JAMES POND'S CRAZY SPORTS** 38%  
 ● Storm/Sales Curve  
 James should stick to performers — cute sports and gameplay requires a punning of the joyed rather than skill. Nothing to interest serious players

**JERRY BOY** 81%  
 ● Konami  
 Japanese version of the weird but excellent platformer *Strawball*. Brilliant cartoon graphics make this a visual treat

**J. PALLY** 45%  
 ● Gametek  
 A poor console conversion of the American general knowledge TV quiz show. Needless to say all the questions are about, yee, you guessed it, America!

**J. CONNORS' TENNIS** 70%  
 ● Ubi Soft  
 Above-average tennis sim with lots of variation. Slow at first but gobol fun

**JOE & MAC** 84%  
 ● Elite  
 Block animation and smart visuals with a great two-player — levels are a bit samey!

**JOE & MAC 2** 86%  
 Don't be fooled by the name this is nothing like the original although it's a very good game in its own right. Great gameplay!

**JOHN MADDENS '93** 90%  
 ● EA  
 Great sound and good — but smelly — control makes this a brilliant one- two-player American football sim. The controls are hard at first but once mastered it's great fun



**J. MADDENS FOOTBALL** 45%  
 ● EA  
 Terrible conversion of one the best American Football sim ever. Get the sequel!  
**JURASSIC PARK** 82%  
 ● Ocean  
 A monster of an adventure/school-tem-up. Amazing graphics and sound, exceptionally addictive — it really pushes the limits to its limits. Superb!



**KA-BLOODY** 60%  
 ● Kamco  
 Also known as *Bombuzai*. Weird puzzle with the emphasis on blowing up bombs and balancing on platforms.

**KIKIKAIKAI** 85%  
 ● Natsume  
 Also known as *Pocky and Rocky*. This wacky Japanese adventure has bags of character and classic end-of-level guardians

**KING ARTHUR'S WORLD** 82%  
 ● Jaleco  
 Excellent strategy/puzzle in the mode of *Lemmings*. Slow to start but lots of in-depth gameplay

**KING OF THE MONSTERS** 70%  
 ● Takara  
 Great animation but dodgy music and poor FX mean you'll soon get bored

**KING OF THE RALLY** 65%  
 ● Medias  
 Spirited racing game with good graphics but not enough challenges and very limited

**KK'S PLAYER MANAGER** 86%  
 ● Amco  
 Fawcett is a ability and hundreds of options make this one of the best in its class, despite some dodgy graphics and bland sport FX

**KRUSTY'S SUPER FUN HOUSE** 82%  
 ● Acclaim  
 Humorous gameplay with a good range of puzzles but too repetitive!

**LAGOON** 75%  
 ● Kemco  
 A huge, challenging RPG. Not in the same league as *Zelda 3* but a solid though sometimes tedious, piece of work

**LAMBORGHINI AMERICAN CHALLENGE** 70%  
 ● Tatus  
 Well presented but average racing sim with Super Scope compatibility. This, a mouse option and a gambling option don't save it from being anything other than standard

**LEMMINGS** 80%  
 ● Sunsoft  
 Highly addictive strategy game with brilliant graphics and tunes. Over 180 levels to keep you going away into the early hours of the morning.

**LETHAL WEAPON** 57%  
 ● Ocean  
 Run-of-the-mill shooter with very sad gameplay

**LOST VIKINGS** 91%  
 ● Interplay  
 One of the most original games to grace the sims. *Lost Vikings* combines excellent cartoon-style graphics with addictive gameplay. One of the best games released this year and a must for puzzle fans, others will be quickly converted



**MAGIC ADVENTURE** 77%  
 ● Bandai  
 Unusual Japanese game with good graphics but bland gameplay

**MARIO ALL STARS** 92%  
 ● Nintendo  
 Great value compilation cart featuring SMB, SM2 & 3 and the previously unavailable *Lost Levels*. Improved graphics and sound



**MAGIC SWORD** 64%  
 ● Capcom  
 Probably Capcom's weakest game to date. Looks good but the gameplay is just too slow

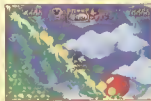
**MARIO IS MISSING** 42%  
 ● Mindscape  
 A valiant attempt at an education game using the possibility of the Mario Bros. Lost due to resistance to gameplay and level of difficulty

**MARIO PAINT** 82%  
 ● Nintendo  
 Fun-packed but basic art package for kids

**MECH WARRIOR** 79%  
 ● Activision  
 A complicated action and strategy title

**MEGA LO MANIA** 87%  
 ● Imaginative  
 Brilliant strategy with near perfect presentation, lovely sound and user-friendly controls. Time-travelling bells making made easy!

**MIKEY'S MAGICAL QUEST** 91%  
 ● Capcom  
 Superb game with great graphics and enhancing soundtrack. Gameplay is a little easy but can be altered to make the game more interesting

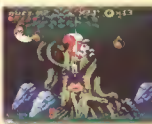


**NIGHT AND MAGIC II** 84%  
 ● Elite  
 A big game with loads to explore, but falls behind a bit in the excitement stakes, one for dedicated adventurers. One of the best first-person perspective RPGs so far

**MONOPOLY** 25%  
 ● Parker Bros  
 Bad sound and FX make this poor conversion of the board game very boring!

**MORTAL KOMBAT** 87%  
 ● Acclaim  
 Excellent graphics and gameplay, but lacks the challenge of *SFIII*. Great sound, good two player game

**MR NUTZ** 80%  
 ● Ocean  
 Arcade quality, well above average platformer. With big, well defined sprites and some of the grooviest visuals seen on the sims it's a joy to play



**MUSYA** 80%  
 ● Datan  
 Japanese cart with some nice touches, but nothing to really keep you playing

**MYSTICAL NINJA** 86%  
 ● Konami  
 US version of *Geoman Warrior*. Excellent one- and two-player game, with loads of options and levels — brilliant!

**NBA ALL-STAR CHAL.** 63%  
 ● Acclaim  
 Simplistic basketball sim with good graphics and five small end-games but no match option

**NCAA BASKETBALL** 86%  
 ● Nintendo  
 Also called *Super Slam Dunk* this visually stunning basketball sim uses Mode 7 for great effect.

**NHLPA HOCKEY** 81%  
 ● EA  
 Slightly disappointing conversion of the brilliant *Mega Drive Ice Hockey* game. EA Hockey '92

**NHLPA HOCKEY '93** 78%  
 ● EA  
 Updated sequel with much improved playability. Loads of state and furious fighting scenes

**NIGEL MANSSELL'S F1 CHALLENGE** 82%  
 ● Gremlin  
 A polished, fast paced and very playable race, with a full season's racing and a passwork system. A high speed drive without the nightmare of a complex sim

**NOLAN RYAN'S BASEBALL** 64%  
 ● Romstar  
 Disappointing licence from the best pitcher in the Major League. Plenty of stats but not enough has gone into gameplay

**ON THE BALL** See *Cartella*

**Arcade**

**Adventure/RPG**

**Beat-'em-up**

**Platform**

**OUT OF THIS WORLD****85%**

● **Interplay**  
UK version of Another World. A unique combination of textured polygons and self-playbackers make this atmospheric and very addictive.

**OUT TO LUNCH****83%**

● **Mindscape**  
An amusing and entertaining platform — colourful, detailed, great pinball scrolling easy to pick up and includes a great soundtrack.

**PAPERBOY 2****83%**

● **Mindscape**  
A horrible conversion of a horrible game. Very dated and very poor.

**PARODUS****87%**

● **Konami**  
Fun gameplay, excellent graphics and great tunes make this a real laugh — a bit easy!

**PEBBLE BEACH GOLF****83%**

● **EA Soft**  
Brilliant digitised graphics and simple but responsive controls. Only one course!

**PGA TOUR GOLF****86%**

● **EA**  
The most accurate of golfing sims. Many may find play four rounds in a championship a little boring but hey — that's golf!

**PHALANX****74%**

● **Kemco**  
Unoriginal and frustrating gameplay saved only by clean, sharp graphics.

**PILDTWINGS****81%**

● **Nintendo**  
Unbelievable graphics and scrolling make this one of the best flight sims around. Eight locations with lots of variation means you just can't stop yourself playing. The ultimate flying game!

**PIPE DREAM****74%**

● **Kemco**  
A two-player puzzler high on good graphics but short on thrills.

**PIT-FIGHTER****88%**

● **THQ**  
Awful conversion of the arcade fighting game. Two-player option but difficulty is way too hard.

**POCKY AND ROCKY****85%**

● **Natsume**  
See Kidzikiar.

**POP 'N TWINBEE****80%**

● **Konami**  
This colourful shooter combines the excellent graphics of Axelay with cute appeal of Parodius. Atmospheric tunes and great level bosses make this a real treat to the senses. A little too easy in one-player mode.

**POPULOUS****81%**

● **Atco**  
The king of strategy games. Maybe getting a little long in the tooth but still gives most games of its kind a run for their money.

**POWER ATHLETE****26%**

● **Kemco**  
Oh no, another SF2 clone, only with graphics a Game Gear would reject!

**POWERMONGER****84%**

● **Powermonger**  
With a save mouse this battle strategy sim is a good conversion of the Amiga classic. If not the control method is very slow and frustrating.

**PRINCE OF PERSIA****89%**

● **Konami**  
Stunning graphics and backdrops with great ambient and atmospheric music. Twenty levels of action and puzzles make this very addictive — excellent use of a password system!

**PRO QUARTERBACK****66%**

● **Tradewest**  
Visually stunning but ultimately boring American Football simulation. Uses a unusual 3D mode 7 perspective but plays are too difficult to control.

**PUGSLEY'S SCAVENGER HUNT****85%**

● **Ocean**  
Very good equal to the first Addams Family release, featuring incredible graphics and sparkling tunes — not as playable though!

**PUSH OVER****78%**

● **Ocean**  
Domino Rally-style puzzle to blow your brain cells, ported across from the Amiga.

**Q\*BERT 3****84%**

● **NTVC**  
Cool graphics but monotonous gameplay soon gets boring.

**RACE DRIVING****25%**

● **THQ**  
One of the worst racing games of all time.

**RAD PSYCHE RACING****26%**

● **EA**  
Don't venture anywhere, for this game's outrageous pile of doggy do's is awful!

**RAIDEN TRAD****85%**

● **Electro Brain**  
Another arcade blaster featuring a two-player simultaneous option but not much else.

**RAMPART****51%**

● **EA**  
Wall-building sim with below average graphics and poor sound — lacks depth.

**RANMA 1/2****84%**

● **Ocean**  
Manga inspired madness. A truly bizarre game, with superb graphics and sound but clumsy gameplay. A treat in two-player but in the end it's just too damned easy.

**RANMA 1/2 PART 2****85%**

● **NCS**  
Excellent and even weirder sequel to RANMA. Great moves and graphics but a little easy.

**RIVAL TURF****55%**

● **Jaleco**  
Scrolling beat-'em-up with nice graphics but too two-players option and limited controls.

**ROAD RUNNER: DEATH VALLEY RALLY****73%**

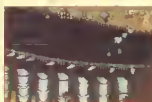
● **Sunsoft**  
Superb graphics, fun gameplay with great Warner Bros theme — awkward controls.

**ROBOCOP 3****48%**

● **Ocean**  
Above average backgrounds but bad animation and sprits make gameplay a bit frustrating.

**ROCK & ROLL RACING****90%**

● **Interplay**  
Classic soundtrack, great sampled speech and a wicked, though slightly squashed, two-player game make this a winner. Mass destruction with a weird perspective.

**ROGER CLEMENS MVP BASEBALL****45%**

● **Acclaim**  
Disappointing baseball sim from the Major League's most celebrated pitcher. Not worth the money.

**ROYAL RUMBLE****80%**

● **Acclaim**  
This sequel to WWF Wrestlingmania is an improvement but doesn't go far enough. Fun in two-player mode but not enough variety for the solo player. Presentation is good but boring too easy.

**RPM RACING****68%**

● **Interplay**  
Off Road racer with split screen for simultaneous two-players' head-to-head challenge.

**RUSHING BEAT RUN****74%**

● **Jaleco**  
Sequel to Rival Turf with improved characters and graphics but not enough variation in gameplay.

**SHADOW RUN****82%**

● **Dale Est**  
Addictive and playable adventure/strategy with cool sounds, vivid sprites and logical puzzles. Rivals Zelda for best of its class.

**SIM CITY****88%**

● **Nintendo**  
Excellent city-building sim with colourful visuals and addictive gameplay. Over 1,000 land-forms and three difficulty levels — you'll be playing for ages!

**SIM EARTH****74%**

● **Imagineer**  
A strange but interesting 'adulman' cart. An educational and ecologically sound planet simulator.

**SHULJAGGER****62%**

● **American Softworks**  
This hack is aish, pretty slow but too frustrating to be an essential purchase.

**SKY MISSION****81%**

See Blazing Skies.

**SMART BALL****81%**

● **Konami**  
US version of Jerry Boy. Masses of power-ups, colourful visuals and an enormous

playing area in this cute platform adventure — very addictive but a little bit easy.

**SONIC BLAST MAN****69%**

● **Tello**  
Active animation and colourful backdrops but too insensitive to provide a lasting challenge.

**SOUL BLAZER****84%**

● **Enix**  
This wacky sequel to Astraster looks great but is a bit too simple. A great introduction to arcade-style RPGs but it shouldn't take more than a week or so to finish it.

**SPANKY'S QUEST****75%**

● **Natsume**  
Pell-mell arcade action starring an ape. Work your way through the endless levels (made only with an unlimited supply of bullets) looking for keys — fun but limited.

**SPIDERMAN AND THE X-MEN 75%**

● **Acclaim**  
A real disappointment considering how good Spider on the MD was. There's plenty of variety in gameplay but there's simply not enough action. Cool Gane and Reeses style theme tune but not much else. Comics fans only.

**SPINOZZY WORLDS****82%**

● **ASCII**  
A unique 3D puzzle game for advanced game fiends. Lots to do but gameplay can become frustrating.

**STARFOX****85%**

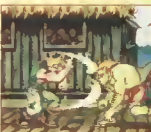
● **Nintendo**  
Japanese version of visually impressive space-based 3D shooter featuring new SFX chip. Not as good as we hoped — and a little on the easy side — but still a great gaming experience. Not to sure about the hefty price tag though.

**STARWING**

Official UK version of StarFox.

**SF II****82%**

● **Capcom**  
The best beat-'em-up since Hugs 15-meg cart boasting awesome graphics and incredible long-lasting playability. The only fault is the minor control problems — some of the special moves take a while to master but once you sort this out the game is only limited by your own skill.

**SF II TURBO****98%**

● **Capcom**  
With superb speed, sound, graphics and addictiveness. SF II Turbo is the best beat-



em-up to date. Four new characters to master loads of new moves and super fast gameplay — you won't know what hit you

## STRIKE GUNNER 63%

● **STVIC**  
A limited-appeal blaster with simultaneous two-player option but it's not too easy

## STRIKER 82%

● **Edie**  
Loads of options allow you to customise every stage of gameplay from players' attributes to pitch surface. Very easy in one player mode but the 54 teams make two-player games great fun

## SUNSET RIDERS 86%

● **Kosumi**  
Arcade perfect conversion, a brilliant side-on shoot-em-up, it's bright, loud and great fun. Easy to pick up, hard to finish

## SUPER ACTION FBALL 77%

● **Nintendo**  
The innovative American football sim uses an unusual slanted perspective in attempt to capture the thrills in spite of NFL action. Unfortunately it only succeeds in giving the action a disorientating feel. Still a pretty good game though not in Madden's class

## SUPER ADVENTURE ISL. 84%

● **Hudson Soft**  
This fast collecting arcade classic has been around for years but still plays and looks good. Good graphics and a wicked soundtrack let down by frustrating gameplay

## SUPER AIR DIVER 88%

● **Sunsoft**  
Amazingly fast, extremely addictive and visually impressive shoot-em-up, incorporating stunning Mode 7 scrolling

## SUPER ALSTE 78%

● **TOHO**  
A fast vertical shoot-em-up that's really rather nice and detailed

## SUPER BASES LOADED 45%

● **Jaleco**  
Also known as Super Pro Baseball. Sketchy baseball sim with an un-mixed look to the graphics — good gameplay but lacks presentation

## SUPER BATTER UP 83%

● **Namco**  
Definitely no picture to look at but get past the sketchy pen-by-numbers graphics and this is one of the better baseball sims. Quick and responsive with plenty of good gameplay

## SUPER BATTLETANK 57%

● **Absolute**  
A lot too basic tank sim launched on the back of the Gulf War. Super graphics but the controls are frustrating and the constant flicking between map screens to find your location drives you crazy

## SUPER BOMBERMAN 81%

● **Hudsonsoft**  
The best multi-player game around. Grab a four-player adapter and this otherwise limp one-player game transforms into an addictive and exciting experience

## SUPER BOWLING 70%

● **Technos**  
A good four-player cartoon-style ten-pin bowling sim with a real runny roll, a nifty soundtrack. Fun with friends but boring on your own. Once you master that night place on the lane you can score a strike every time

## SUPER CONFLICT 78%

● **Vic Tokai**  
Average graphics and tunes are a easy to

ignore in this carefully engrossing war with a little drill for solo players but cracking good fun for two

## SUPER CUP SOCCER 72%

● **Jaleco**  
Also known as Super Goal. Easy to play one- and two-player side-on soccer sim lacking velocity and realism — there are no yellow or red cards

## SUPER DOUBLE DRAGON 70%

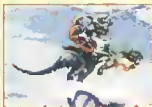
● **Tradewest**  
Rough 'n' ready sideways scrolling beat-em-up. Graphics and FX are bland but gameplay is fun especially for two players

## SUPER DUNKSHOT

See NCAA Basketball

## SUPER EMPIRE STRIKES BACK 95%

● **JVC**  
The best shoot-em-up ever! It's got it all — varied gameplay, three different character loads of villains and perhaps the best Mode 7 flying we've ever seen. Buy it today!



## SUPER FIRE PRO WRESTLING 45%

● **Human**  
Hilariously bad to the point of almost being good simultaneous four-player mullap wrestling game

## SUPER FORMATION SOCCER 84%

● **Human**  
Slightly inferior Japanese version of Super Soccer. Slick 3D soccer sim with great graphics. One- and two-player options plus two players simultaneously against the computer. Moves are a little limited and this version has no yellow cards or penalty shoot out option

## SUPER FORMATION SOCCER 2 70%

● **Human**  
Fun four player mode, but needs more variety for soloists. Despite the redrawn graphics, no real improvement over the original

## SUPER GOAL

See Super Cup Soccer

## SUPER GHOULS 'N GHOSTS 88%

● **Capcom**  
Classic arcade classic that still stands the test of time. Very challenging and occasionally sluggish — a real test of your skills

## SUPER JAMES POND 85%

● **Technos**  
This classic features some of the most colorful graphics of any NES game but suffers from a ridiculously easy difficulty setting and slow gameplay. Best suited to younger players

## SUPER KICK OFF 76%

● **Anco**  
Overhead very fast football game with millions of options — poor scrolling leads to frustrating gameplay

## SUPER NBA BASKETBALL 88%

● **Technos**  
Brilliant official NBA basketball game with

slick scrolling, incredible fast pace and great controls. The best live-on-five game available

## SUPER MARIO KART 90%

● **Nintendo**  
The best racing game ever! Yes, Mario and the gang are back in an incredibly-addictive karting game. There are three difficulty settings, one- and two-player options plus a choice of Grand Prix, Battle or Time Trial. Non stop fun but maybe a bit limited for solo drivers



## SUPER MARIO WORLD 95%

● **Nintendo**  
Mario's first 2D adventure is packed with 96 levels to explore and masses of tricky puzzles to solve, bonus rooms to find and special worlds to conquer. Superb cut graphics, brilliant themes tune, and the best playability ever — recommended to everyone



## SUPER OFF-ROAD 51%

● **Tradewest**  
Hilariously trucked around indoor circuits filled with hazardous obstacles. Prize money is awarded depending on position and there are plenty of upgrades to buy and different levels but repetitive gameplay gets boring

## SUPER PANG 86%

● **Capcom**  
This bubble-bursting arcade conversion pits a boy and his gun against ever increasing quantities of bubbles. The aim is to hit the lot and grab the power-ups before moving onto the next level where things get even tougher. Great gameplay but no two-player game. Highly addictive

## SUPER PLAY ACTION FOOTBALL 77%

● **Nintendo**  
Disappointing American football sim considering how brilliant Nintendo's other releases have been. All 28 NFL teams are here, plus College and High School teams. Features three different control systems, no padding on difficulty and some cool moves but is missing vital

ingredients in the gameplay department. Could've been worth it. Oh well.

## SUPER PRO BASEBALL

See Super Bases Loaded

## SUPER PROBOCTOR

See Contra Sports. Also known in US as Contra III

## SUPER PUTTY 87%

● **System 3**  
Fantastic, bright graphics, great sound and a groovy control method are hampered by various difficulty and only two levels

## SUPER R-TYPE 83%

● **IREM**  
One of the first two UK Pal Super Nintendo releases and it's easy to see why. This highly addictive sideways scrolling space-age blaster has loads of power-ups, great graphics and sound and a nice and tough difficulty setting

## SUPER SMASH TV 87%

● **Acclaim**  
Based on the famous Running Man style quiz show where the aim is to kill or be killed. Stick and sharp presentation with great sampling and music make this action-packed arcade conversion addictive as hell. Firing controls are a bit tricky at first as each of the four buttons fires in a different direction but this doesn't take too long to get to grips with

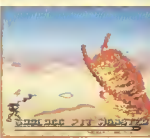


## SUPER SOCCER CHAMP

See Hat-Trick Hero

## SUPER STAR WARS 82%

● **JVC**  
One of the best shoot-em-ups of all time and a total gemming experience. From the second the snappy movie-style introduction and stunning theme tune starts up you're hooked. A lot-nigh game that is instantly addictive. Brilliant visuals, brilliant FX and it is so easy to play it's unbelievable. The only problem is that it's



**Arcade**

**Adventure/RPG**

**Beat-'em-up**

**Platform**

not too difficult to complete but even so you won't be able to stop going back for another go. Definitely has to be seen (and heard) to be believed

## SUPER STRIKE EAGLE

● Microprose  
A fast and furious light gun featuring excellent 7 scaling and rotation. Gameplay becomes repetitive after a bit of play though

## SUPER STRIKE GUNNER

● NTVC  
Very easy on-the-screen space based shooter that takes about an hour to complete. No testability at all

## SUPER SWIV

● Sierra  
Great graphics packed with detail but impossibly frustrating. Two-player simultaneous game is much more playable

## SUPER TENNIS

● Nintendo  
Loads of options to choose from including an endless two-player mode. With good cartoon style graphics, above average FX, and one of the most playable control systems ever, this tennis sim is very addictive and very realistic. One of the best sports games ever

## TFR

● SPS  
Graphic conversion of the fanatical addictive Tetris. Graphics are nothing special but the gameplay is superb as ever. Bombs is a great game in its own right and combining the two is a great value for money can't if you're a fan of classic puzzles

## SUPER VALIS

● Telenor  
Another in a long line of samurai Japanese platformers. Graphics and backgrounds are cute but gameplay isn't challenging at all

## T2 JUDGMENT DAY

● Acclaim  
Another disappointing Illi license. T2 promises so much but delivers very little. Frustrating gameplay and sketchy graphics result in limited testability

## TAZ-MANNA

● T-HO  
A original combination of racing game and collect-em-up. The graphics and the sound is excellent when gameplay becomes repetitive

## TERMINATOR

● Mindscape  
Boring and frustrating license that promises so much and delivers very little. Despite a good intro sequence, atmospheric visuals and deplorable movie clips once you get to the action the gameplay falls flat. Levels are huge but it's very hard and quickly becomes frustrating, annoying and then boring

## TEST DRIVE II

● Acclaim  
Realistic sports car challenge against computer. There's a choice of four classic sports cars and a great 11-eye-cockpit view. The sim is so realistic so you really get a feel for speed. There are a number of highways to race on and a few nice touches like flies spilling on the windshield and the gummy goop you excrete you for speeding. But lacks excitement

## THE HUNT FOR RED OCTOBER

● Hi-Tech Expressions  
Limited and almost non-convertible Super Scope conversion of the popular submarine

suspense movie starring Sean Connery and William Baldwin. Decent graphics and uninspiring gameplay make sure this sinks rather than swims

## THE REN AND STIMPY SHOW: VEEDNOTS

● THQ  
Excellent presentation but only four levels make this too easy to complete. Fun and frantic, it's crazy at the very

## TIME SLIP

● Vite Tokai  
Just above average graphics and sound are saved by the near-impossible difficulty level. A real test of best 'em up skills for even the most accomplished gamer

## TINY TOONS

● Konami  
Visually stunning cartoon platformer starring the Warner Bros gang. The dash control lacks a while to get used to but once mastered is brilliant. The sub-games are superb — there's even a mini American football game!

## THE ROCKETEER

● IGS  
Poor Danny Iancione of a very bad film. In the early rounds the action consists of racing a plane around in circles against computer controlled opponents but later goes onto include best-em-up sections

## THUNDER SPIRITS

● Seika  
Another in a long line of samurai Japanese shoot-em-ups. Decent graphics but nothing in the gameplay department to interest

## TOM AND JERRY

● Hi-Tech Expressions  
A useless conversion of a classic. Some really good graphics but the annoying control system makes gameplay really frustrating

## TOP GEAR

● Kemco  
Aan known as Top Racer in Japan (this is one of the great racing games of all time). Four cars, loads of tracks and super gameplay make sure you'll be playing under the chequered flag comes down

## TOP GEAR 2

● Kemco  
An update of Top Gear, this improved version includes a whole host of add-ons and a huge amount of tracks. Nice, clean graphics but average sound. One for enthusiasts

## TOTAL CARNAGE

● T-HO  
Competent, worthy sequel to the rather cool Super Smash TV. TC has much larger playing areas and nitro acid power-ups, but ultimately disappoints considering the strengths of other shoot-em-ups available

## TREASURES

● Sierra  
An original, well made puzzle. Fun in two player mode but one player needs more variety. With 175 levels, it's quite a challenge. Entertaining and uncomplicated

## TUFF N'UFF

● Jaleco  
An above average best-em-up with large sprites, impressive speech and an action replay feature

## TURTLES IN TIME

● Konami  
Great visuals with rockin' sounds and speech. Fun to play but lacks challenge and variety

## ULTRAMAN

● Bandai  
Seasoned Japanese best-em-up which looks pretty out of date these days. Some good touches but otherwise lifeless

## UN SQUADRON

● Capcom  
One of the earliest Capcom classics this license, arcade-style game plays better shooter still stands the test of time pretty well, it was a major hit on the Super Famicom and it's going strong to this day. There are plenty of weapons, loads of enemies and impressive graphics, unfortunately it suffers badly from slow down when there is plenty of action on-screen

## VIRTUAL SOCCER

● Hudson Soft  
A poor man's Sensible Soccer. Visually and aurally strong, but clumsy gameplay lets a promising game down

## WALLACE COUNTRY CLUB

● T&E Soft  
Graphically impressive but plodding golf sim over one of the world's most spectacular and unloving courses. The scenery takes your breath away but the gameplay is too slow

## WARP SPEED

● Acclaim  
Cool looking speed-based blaster with very impressive use of Mode 7. Gameplay is slow as you fight enemies one-on-one rather than blast it out with a whole fleet

## WING COMMANDER

● Gametek  
American Hangman-style TV quiz game. It's a laugh for a group but tiresome for the single player

## WING COMMANDER

● Mindscape  
An excellent intergalactic fighting adventure with stunning visuals, codes of missions and space scum to blow away. Graphics can be a bit dodgy and there is some slowdown when the action gets really hot

## WING COMMANDER: THE SECRET MISSIONS

● Mindscape  
An improved version of Wing Commander with all new missions but an identical format

## WORLD CLASS RUGBY

● Imaginer  
Unusual but enjoyable cartoon rugby union sim released on the back of the popularity of the World Cup

## WWE WRESTLEMANIA

● Microprose  
Well executed word version of the classic. Tense, cool lines and stills but too little skill required to make it last

## WWE WRESTLEMANIA

● Acclaim  
A good arcade conversion capturing all the

thrills and spills of WWF wrestling. Tough at first with a lot of button prodding

## X-ZONE

● Kemco  
Another SuperScope game, and easily the best of a very bad bunch. The aim of the shooter is to overcome the defenses of a computer that's gone out of control

## XARDIAN

● Asmik  
Jap blaster with real graphics but just not fast enough. The highlight is the smooth scrolling and the Contra-type gameplay which means it's play-able-for-forever

## Y S DOCK

● Nintendo  
Cute, competent puzzler with lent, furious two-player mode and bags of Mario appeal make this a good alternative to Tetris

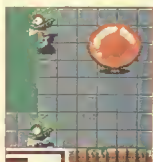
## ZELDA 3: A LINK TO THE PAST

● Nintendo  
A superb RPG with great effects and 3-D maps. The graphics aren't spectacular but the riveting gameplay and the challenge, not to mention puzzles make this one of the best games ever



## ZOMBIES

● Konami  
An excellent B movie homage. Varied villains from psycho baboon to pharaoh-wielding madmen and a frantic arcade style make this a fun, furious beller of a cart



That's all for this issue but to celebrate the New Year we'll be giving Directory Enquiries a complete overhaul to keep you up to date with all the latest offerings on the Super Nintendo games scene — miss it at your peril...

# What price Neduction?

**Despite all the hype surrounding 32-, 48- and 64-bit consoles, the future of video games is looking bleak. Despite the comforting thoughts of 'Project Reality' the real truth is somewhat darker...**

**T**he introduction of affordable home computers in the early '80s inspired a generation of games programmers. In the last decade consumer demand has moved away from home 'computers' (such as the Spectrum and Amiga) offering the ability to learn basic programming and run educational software, toward 'consoles' marketed specifically as games playing machines. In effect this cycle has created a new generation of games players without any programming experience bar a handful of Computer Studies lessons in Pascal and a couple of hours on a BBC Micro.

Ironically, the rise in technology has gone hand in hand with a decrease in the number of computer-literate games programmers. Sound strange? Well think about it. How does a games player learn to program?

Ask any present day games programmer where he learned his trade (female programmers are rare) than you'll be surprised to find a pound to a penny one of three hallowed words appears in their reply — Spectrum, Commodore 64, Amiga. To a new generation of console owners the home computers of the early '80s are pieces of junk.

They laugh at the thought of games like *Minc Miner*, *Jet Set Willy*, *Scramble*, *Elite*, *International Karate Plus* and *Jet Pack*, using minute amounts of memory to create, what are by today's standards, dreadful graphics and appalling blippy sound

Take a great game like *Jet Pack* for example — 16k of gaming genius. Nowadays 16-meg carts are the norm and *Street Fighter II Turbo* weighed in at a whopping 20 meg, so what makes these early games so good?

## Sound advice

Contrary to popular opinion, sound and graphics don't make a good game. The increased amount of memory available on modern carts allows console programmers to have layers of impressive effects but it's all too easy to get carried away with these added extras and forget the all important factor — gameplay.

When programmers like David Buxton (of *Elite* fame) began developing a game they were working within tight constraints. You're never going to have great graphics or sounds on a Spectrum so all the effort went into gameplay. It's these early games that have inspired the current crop of games programmers and without them

sequel or have a great idea for an original game, how do they go about learning to program?

The obvious place to start is at school either in computer studies class or computer club. Unfortunately, the modern curriculum places little emphasis on games programming and the latter are infrequent and underfunded. So how about the old fashioned way — take your machine to bits and tinker around until you find out what does what. Sadly, taking the Snes to bits is a tricky task and reveals little, other than a peek at the processor and an invalidated warranty.

So how does a prospective Snes or 'Project Reality' programmer get his break? More by luck than governmental support our research suggests. One problem is game programming is still seen as a recreational hobby, rather a valuable skill that can benefit the entire community. The work of games programmers has led to 'virtual' training for our pilots and armed services, yet the positive role games can

play in society is rarely shown.

Instead, many groups of society continually portray video games as a detrimental influence on today's youth, turning otherwise healthy adolescents into unhealthy, anti-social layabouts. True, we all know those who have skipped classes in favour of an afternoon down the local arcades and there's no way we can condone this, but just what if there was an outlet to encourage prospective programmers? They're not social outcasts and indeed have a great deal to offer modern society. In an information-led age we need knowledgeable computer experts to lead us into the twentieth century.

While 'Project Reality' looms on the horizon the true reality is if we do not look at the long-term implications of the shift away from home computers to consoles, the chances of the console market stagnating grow steadily larger. Look at the Mega CD. New technology increased capacity for quality games, what do you get? Nice intro sequences, great CD sound but poor gameplay. Nothing you can't do on a Mega Drive. Ask yourself why?

While the government appears to be unwilling to introduce more computer programming courses, now is the time for Nintendo to enter the arena and preserve its own industry by setting up 'Neduction' training centres. They could even teach part-time plumbing! ■



**Ironically, the rise in technology has led to a decrease in computer-literate games programmers!**

there would be no *Starwing*, *Lemmings* or *Jurassic Park*.

The situation now is the current generation of programmers have been reared on consoles rather than home computers. So, it may be totally amazed by *Street Fighter II Turbo* and inspired to write a new improved

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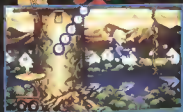
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